
PlayStation 2
021
JUNE 2002/SPIDER-MAN: THE EXCLUSIVE UK REVIEW/MORTAL KOMBAT: DEADLY ALLIANCE/RATCHET & CLANK/SOCOM: US NAVY SEALS/EYE TOY/SLY RACCOON/PREVIEWED: TEKKEN 4/TOCA RACE DRIVER/
V-RALLY 3/PRISONER OF WAR/MORE/REVIEWED: SPIDER-MAN/MEDAL OF HONOR: FRONTLINE/2002 FIFA WORLD CUP/SMASH COURT TENNIS/COMMANDOS 2/MIKE TYSON HEAVYWEIGHT BOXING/FREQUENCY/MORE

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namco G-con 2

uk.playstation.com PlayStation.2 THE THIRD PLACE

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ON THE COVER
Doing whatever a spider can, Spider-Man swings onto PlayStation 2. Read our exclusive review on page 82.

ISSUE 021/JUNE2002

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ON THE DVD

A MASSIVE NINE HUGELY PLAYABLE DEMOS AND NO LESS THAN NINE EXCLUSIVE VIDEOS. SO FULL IT HURTS!



PLAYABLE DEMO ONE/
MEDAL OF HONOR: FRONTLINE
A frighteningly realistic journey back in time to the horrors of WWII. This FPS is sure to blow your mind.



PLAYABLE DEMO TWO/
STAR WARS: JEDI STARFIGHTER
Jedi piloting at its best.



PLAYABLE DEMO THREE/
SMASH COURT TENNIS PRO TOURNAMENT
A smashing slice of action.

PLAYABLE DEMO FOUR/
PETER PAN: RETURN TO NEVER LAND
Disney platform hopping.

PLAYABLE DEMO FIVE/
SUPER TRUCKS
Monster smash your way round the truck track.

PLAYABLE DEMO SIX/
REDCARD
Break the rules all you like in this arcade footy frenzy.

PLAYABLE DEMO SEVEN/
TIGER WOODS PGA TOUR 2002
It's tee-time with the tiger.

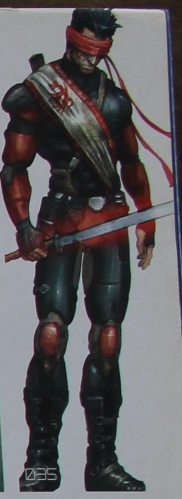
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Platinum footy from SCEE that's worth a tackle.

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SOCOM: US NAVY SEALS

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"PS2 is a disc-based console and will stay that way. Steps into the online world are only to enhance the overall experience"

EDITOR'S CHOICE

Flick here for immediate PlayStation 2 gratification.

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EDITOR'S LETTER

Online. When mentioned in conjunction with PlayStation 2, it's a word that spreads excitement and trepidation in roughly equal measures. Round *OPS2*'s way, we're definitely in the 'excited' camp, but I can understand those of you with misgivings about taking the headlong leap into the online gaming era. For a start, many of you have written to us concerned about the cost of the additional hardware required to take your PS2s online. A similar number of you have wondered whether or not you will be able to install a broadband Internet connection where you live. If there is a common thread, it seems to be the worry that the PS2 will suddenly become an online console and those of you without the funds to invest in new hardware, or the good fortune to have a piece of cable running under your road will get left behind.

Let's lay that one to rest once and for all. The PS2 is a disc-based console and will remain that way for the rest of its lifetime. The practice of going into a shop, purchasing a game and playing it at home – offline – will remain the primary method of consumption for many years to come. That's how Sony wants it, that's how the publishers want it, that's how you want it. Any tentative steps made into the online world made by Sony Computer Entertainment are only to enhance that existing experience, not replace it. That's why SCE has been very, very careful in formulating and revealing its online plans. While online gaming via PS2 is an invigorating prospect, SCE understands that it will only be a hardcore concern to begin with. It knows that a high-speed Internet connection is only available to a limited number of gamers, so it is concentrating on making the offline elements of its games more compelling than ever, while working with network specialists (such as Telewest and BT in the UK) to help expand broadband systems to a wider audience. Six billion players worldwide? SCE is more realistic.

Take a look at *SOCOM: US Navy SEALs* [pg 068]. I was privileged enough to be one of the first people to play this squad-based shooter over a proper nationwide network (albeit in the States) along with 15 other wannabe gunslingers. It was a genuinely thrilling experience, and one I hope that many of you will be able to sample yourselves when the UK eventually gets online. Yet *SOCOM*'s single-player game appeared deep enough to be a thoroughly satisfying offline experience. It's two games in one, double the value.

Online plans for PS2 in the UK will be announced soon. We'll be answering all your queries (and allaying all your fears) when that happens.

Sam

SAM RICHARDS
Editor



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9/10
PlayStation.2

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P2

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>>ON THE DVD

playable demos

Other magazines let you watch, *OPS2* lets you play...





War – what is it good for? Find out on our demo disc.

In these (generally) peaceful times, it's easy to forget that not so long ago, life was much more turbulent. Trivial relationship woes or wondering if we've got enough left in the bank for an evening in the boozer on a Friday night are the most troubling problems many of us have to face in this day and age. For the soldiers who fought against the advance of the Third Reich on the bloody battlefields of Europe a mere 50 years ago, just staying alive from day-to-day was a challenge beyond comprehension.

With EA's *Medal Of Honor: Frontline*, which headlines our DVD this month, we have a scarily realistic war experience that's as close to re-living the Allied assault on Europe as any game has ever managed. Thanks to PS2's poly-pushing power, the atmosphere it conveys is so convincing that we could *almost* be there, dodging bullets and incoming mortar fire as our comrades get ripped to pieces around us. Okay, it's only a videogame and it can't truly reflect the horror of *actually* being in the conflict but it's a reminder (albeit from the comfort of our sofas) of how unpleasant war really is. And it's as close as we ever want to get to that experience, that's for sure. See you next time.

Adrian Lawton
Deputy PlayStation Producer

PS To use this DVD, load it up on your PS2. Then scroll between games and rolling demos with the ↓ and ↑ keys. To choose within a section use ← and →. Press ⊗ to start up your choice. Please note, you may have to reset your PS2 after some demos.

>>PLAYABLE DEMO ONE

MEDAL OF HONOR: FRONTLINE

Publisher: EA/Game type: First-person shooter/Out: 7 June/Players 1

THE CONTROLS
L-stick - Forward/Back/Strafe
R-stick - Look/Turn
⊗ Jump
◎ Melee
□ Change Weapon
△ Action
L1 Fire
L2 Zoom/Corner Peek
R1 Reload
R2 Crouch
▶ Pause
SELECT Exit

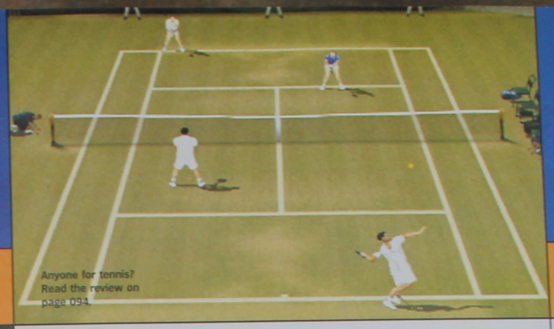
THE GAME

Set over three episodes, the WWII action begins with a D-Day beach-landing scene, then progresses through France, Holland and culminates in Deutschland as you and your allied band of brothers track down an experimental Nazi jet fighter. Featuring some of the best visuals ever seen in any console videogame (just take a look at those particle effects!), unrelenting Nazi-bashing and vastly improved enemy AI, *Frontline* is proving to be everything we'd hoped for. And then some.

THE DEMO

Experience the intense first level of the game's second campaign, set in a French war-ravaged town. Your objectives are to: pick up the resistance drop under the tree at the start; provide covering fire from the church tower; secure the submarine fuelling roster; locate the submarine fuelling dock; and stow away in the submarine's cargo. Handy hint: jump into the rear of the crashed jeep at the start of the level and man the mounted machine gun to blitz the enemy.





Anyone for tennis? Read the review on page 094.

>> PLAYABLE DEMO TWO

SMASH COURT TENNIS PRO TOURNAMENT

Publisher: SCEE/Game type: Sports/Out: June/Players: 1-2 (Full game 1-4)

THE CONTROLS
L-stick - Move
⊗ Serve/Return (Hold for extra power)
◎ Lob

THE GAME

Dropping the Anna Kournikova moniker (but not the Russian lovely herself from the roster) Namco's latest on-court smash effortlessly plays the current PS2 tennis opposition off court. It's thoroughly enjoyable in single-player and life-sappingly addictive with a MultiTap plugged in with up to three other players. Even if grass, racquets and strawberries aren't your thing, the sublime control system will allow the most unco-ordinated tennis newbie to pull off lobs, drop shots, slices and smashes like Pistol Pete himself. The inclusion of eight of the circuit's top pros (including Rafter, Agassi and Hingis) makes for the best PS2 tennis action yet.

THE DEMO

While our demo locks out after five minutes of play, there's still plenty of time to hone your Tennis skills. Once loaded, choose 50 or 60Hz mode (depending on what your TV can handle) with ←/→ and ⊗, then press ▶ to begin. For a two-player game, player 2 should press ▶ at this point. Use ←/→ and ⊗ to select singles, doubles and co-op or versus, then choose either Hingis or Sampras to begin the showdown in the final at Wimbledon.

>>PLAYABLE DEMO THREE

STAR WARS: JEDI STARFIGHTER

Publisher: Activision/Game type: Space shooter/Out: Now/Players: 1 (Full game 1-2)

THE CONTROLS
L-stick - Flight
R-stick - Roll
D-pad ↑ - Force Power One
D-pad → - Force Power Two
⊗ Fire Lasers
◎ Manual Target
□ Fire Force Power
△ Auto Target
L1 Zoom
L2 Wingmate
R1 Boost
R2 Brake
▶ Pause

THE GAME

Set 13 years after Nym's struggle against the sinister Trade Federation in the original *Starfighter*, this story intersects *Attack Of The Clones*. Spread over 15 action-packed missions, *Jedi Starfighter* retains the visuals of the original and adds new elements – such as the Jedi Force Powers – to produce a superior sequel.

THE DEMO

Once the game's loaded, press ▶ then ⊗ and watch the intro movie. Our demo features Mission 5 of the game and requires you to defend a spaceport from bombardment by waves of Hex Missiles, Bombers and Sabaoth Fighters. Use your Force Powers (select with D-pad) to take down multiple enemies at once. You've got five minutes before the demo times out to hold off the onslaught.



>> PLAYABLE DEMO FOUR

REDCARD

Publisher: Midway/Game type: Sports/Out: May/Players: 1-2

THE CONTROLS
L-stick – Steering
L-stick – Move
⊗ Change Player/Ground Pass
◎ Stomp/Lob Pass
□ Slide Tackle/Shoot
△ Aggressive Tackle/Through-Ball
L1 Steal/Juke
L2 Hurdle
R1 Turbo
R2 Boost

THE GAME

RedCard takes the beautiful game of footy, bends the rules and turns it into a free-for-all arcade experience. Players pull off superhuman slo-mo shots and leave the opposition in crumpled heaps with bone-breaking neck-high tackles. Boasting authentic ref AI featuring blindness and stupid decision-making, bizarre special teams (including Dolphins, Samurai and a SWAT team), multiple gameplay modes and more violence than your average ice hockey sim, *RedCard* is videogame footy, but not as you know it.

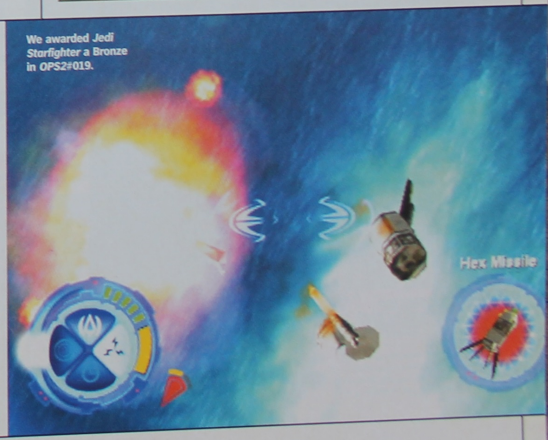
THE DEMO

After the intro FMV, press ▶ to begin, then assign controllers one and two via ←/→ and ⊗. Next, select teams (there's a choice of South American, North American or European sides) with ←/→ and ⊗. Hit ⊗ again and you're ready for some vicious ball-play in the Nigata Stadium. You've got three minutes before the demo times out to net as many as you can.

For the full offside report, tackle the review on page 105.



We awarded Jedi *Starfighter* a Bronze in OPS2#019.





»ON THE DVD

MORE DEMOS

Platinum

Try the top PS2 titles again, now at a bargain price.



» PLATINUM PLAYABLE DEMO ONE

THIS IS FOOTBALL 2002

Publisher: SCEE/Game type: Sports/ Out: Now/Players 1-2 (Full game 1-4)

THE CONTROLS
L-stick – Move
⊗ Ground pass/ Switch player
⊡ Air pass/Slide tackle
◎ Shoot/Conservative tackle
Ⓐ Through ball/Slide tackle
L1 Sprint
L2 Hold for lollipop/ Tap for spin
R2 Deliberate dive
R1 Hold for shimmy with knock-ahead/ Tap for shimmy with close control

THE GAME
Team SoHo's footy titles may live in the shadow of Konami and EA's all-conquering games but the *TIF* series still has plenty to offer PS2 soccer fans, especially at the new Platinum price of £19.99.

THE DEMO
Once loaded, press START to get to the menu. Select Quick Game with ⊗ to get straight into the action or go into the options menu to alter the camera position. This demo features the first half of a showdown between England [complete with Metatarsal-Injury-free Beckham] against the might of world champions France. Guess who we sided with?

video extras

And there's more...



» EXTRA ONE

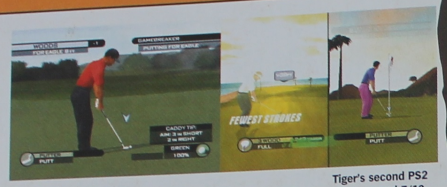
THE MAKING OF TOMB RAIDER: THE ANGEL OF DARKNESS

Publisher: Eidos

In case you hadn't heard already – Lara's back. This atmospheric 'Making Of' film gives us a first intriguing glimpse of the new, altogether darker episode in Ms Croft's life.



playable demos





Tiger's second PS2 game scored 7/10 in *OPS2*#017.

» PLAYABLE DEMO FIVE

TIGER WOODS PGA TOUR 2002

Publisher: EA/Game type: Sports/Out: Now/Players: 1-2 (Full game 1-4)

THE CONTROLS
L-stick/R-stick – Swing club/ Spin direction
D-pad – Move aiming marker
⊗ Raise camera view
⊡ Change shot type/ Replay shot
◎ Zoom to target/ Mulligan
Ⓐ Reset targeting mark
L1/L2 Switch clubs
R1 Power boost
R2 Spin control

THE GAME
He's well on the way to becoming the greatest golfer of all time despite only being 26 years old and EA's latest Tiger Woods endorsed golfing title is in keeping with his winning ways. *PGA Tour 2002* utilises the fluid movement of the Analog sticks to simulate the swing, providing a fresh approach and bringing greater realism to the genre. The courses are also brilliantly recreated.

THE DEMO
Select one-player from the menu screen with ↑/↓ and ⊗ to play three holes starting with the 18th hole at Pebble Beach, the 16th at Sawgrass and finishing off with the 2nd at Black Rock Cove. Or select two-player for a taste of the game's speed golf options that involves both players driving from the tee at the same time, then racing to reach the ball for the next shot. Obviously, first player to get their ball in the hole wins.

» PLAYABLE DEMO SIX

Turn to page 109 for our verdict on this highly original effort.

FREQUENCY

Publisher: SCEE/Game type: Rhythm action/Out: June/Players: 1 (Full game 1-4)



THE CONTROLS
D-pad ←/→ - Change tracks
L1 Left notes
L2 Middle notes
R2 Right notes
R1 Activate multiplier

THE GAME
SCEE's entrancing rhythm action game is an engrossing mix of hypnotic visuals and thumping tunes from some of the world's top musical acts. Gameplay consists of travelling through brightly lit octagonal tunnels and pressing buttons in relation to the on-screen prompts to produce musical notes.

THE DEMO
Once loaded, press START then ⊗ to select 'Solo.' You now have a choice of either 'Game' or 'Remix'. The former offers a tutorial that introduces the basics of the game, plus normal and advanced tracks from No Doubt and Paul Oakenfold. The Remix mode lets you add effects to the tracks, such as scratching to create your own superstar DJ-style mixes. Complete bars successfully and you'll activate bonuses.



» PLAYABLE DEMO SEVEN

SUPER TRUCKS

Publisher: Jester Interactive/Game type: Racing/Out: Now/Players: 1 (Full game 1-2)

THE CONTROLS
L-stick – Steering
⊗ Accelerate
⊡ Brake
◎ Handbrake
Ⓐ Change camera
L1 Gear up
L2 Gear down
R2 Rear view
R1 Brake cooling

THE GAME
With the exception of Sega's *18-Wheeler*, there's a distinct lack of HGV-related fun on PS2. Cue Jester Interactive, filling a niche in the market with its more 'serious' truck racing title. *Super Trucks* is based on the popular Continental sport as featured on cable channel Eurosport. If you've ever wanted to tear up the track in a five-ton motorised monster, then this is the game for you.

THE DEMO
Once the demo's loaded, it's straight into the action in a two-lap race with nine other contestants jostling for position. There's a four-minute time limit imposed, but this is enough to finish the race in first place, provided you don't hang around to admire the view.



Better-suited to the younger end of the market, we reckon.

» PLAYABLE DEMO EIGHT

PETER PAN: RETURN TO NEVER LAND

Publisher: SCEE/Game type: Platformer/Out: Now/Players: 1

THE CONTROLS
L-stick – Move
⊗ Jump [press again & hold to glide]
⊡ Action/Attack
L2 Duck
L1 Head up display
START Pause

THE GAME
Floating onto shelves at the same time as its animated Disney counterpart hits the cinema, J M Barrie's eternally youthful Peter Pan puts in a PS2 appearance courtesy of SCEE in a cartoon adventure. Captain Hook's kidnapped Wendy's daughter and spirited her off to Never Land, so it's up to our pre-pubescent hero to put an end to his evil ways in this *Crash Bandicoot*-esque linear platform title.

THE DEMO
Press START then watch the trailer for the animated movie. Once finished, press ⊗ to begin the demo's Jungle level. Make your way along the level hitting chests to get the treasure and jumping on the hostile forest creatures. To attack the Pirates and Medicine Men, go up to them and hit ⊡ repeatedly to fight. Alternatively, attack from a distance by using ⊡ to throw throwing knives.

Talk to us!

» Comments and queries about this DVD should go to me, Adrian, at PS2@futurenet.co.uk. Sorry, I can't answer your questions over the phone.
» If you have problems with your DVD, pop it in an envelope and send it to the following address. We'll test it and, if faulty, send you a new DVD. We're at *Official PlayStation 2 Magazine*, Disc Returns, Customer Services, Future Publishing, Cary Court, Bancombe Road Industrial Estate, Somerton, Somerset TA11 6TB.

*Remember, this DVD-ROM will only work on a PS2.



video previews

A glimpse of PS2 future...



» VIDEO ONE

SPIDER-MAN

Publisher: Activision

Spider-Man the movie is set to be a huge blockbuster and Activision's licensed game-of-the-film is on target to follow suit. In this exclusive edit, we see the web-slinger taking on Shocker, Vulture and The Green Goblin. Turn to page 082 for the full review.



» VIDEO TWO

AUTO MODELLISTA

Publisher: Capcom

Capcom's cel-shaded racer is still some way from completion, but it's already causing excitement in the *OPS2* office. Watch this video to see what's getting us hot under the bonnet.



» VIDEO THREE

BRITNEY'S DANCE BEAT

Publisher: THQ

She's conquered the pop and film worlds, now Miss Spears is ready to make her mark on videogames. Here we take our first look at her PS2 debut.



» VIDEO FOUR

COMMANDOS 2: MEN OF COURAGE

Publisher: Eidos

It seems to have been an eternity in development, but Eidos's squad-based WWII strategy game will finally be with us in June. Meanwhile, enjoy this first PS2 trailer then read the review on page 096.

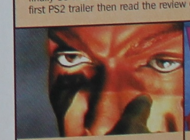


» VIDEO FIVE

2002 FIFA WORLD CUP

Publisher: EA

EA's footy franchise returns for the World Cup and it's got all the teams, players and stadiums from the biggest tournament on Earth. Pull a sickie to watch the games, then play this for the rest of the day. See what we said on page 092.



» VIDEO SIX

TUROK EVOLUTION

Publisher: Acclaim

He might have been hunting Dinos on other consoles up till now, but Acclaim's Red Indian is heading our way. We can't wait to get stuck into this one.



» VIDEO SEVEN

PAC-MAN WORLD 2

Publisher: SCEE

Namco's arcade old-timer is still an icon in videogames and now he's back in a new 3D adventure, complete with an arcade full of his retro outings.



» VIDEO EIGHT

TAZ WANTED

Publisher: Infogrames

We featured Taz's escapades in playable form last month but now the game's been delayed till September! Fear not though, we've got hold of this all-new trailer to keep you entertained.







Screen shots taken from PC gameplay.

SPIDER... SENSE... TINGLING.

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PREVIEW CONTENTS

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Warm up those fighting fingers, Tekken is back... and it's got a few scores to settle.

020 **TOCA Race Driver**
Codemasters brings us story-led racing with this new instalment of racing realism.

024 **Prisoner Of War**
The great escape? Pretend to be Steve McQueen in a thinking-man's 3D adventure.

026 **V-Rally 3**
Will the tricky road of the PS2 rally stage lead PSone's veteran to victory?

028 **Project ZERO**
Ghosts and haunted houses. It's the stuff of B-movies and PS2's latest scare-'em-up.

030 **David Beckham Soccer**
Get your feet off the table and learn to play Goldenballs' way.



IN THE BLUE CORNER...

Who's up for a ruck this time round?

In part, *Tekken* enjoys popularity due to the strength of its characters. As well as individual fighting styles, they all have distinct personalities. Plenty of old favourites are at this year's tournament, along with a few new faces. Here's a roster of those who have, once again, heeded fate's call.



BRYAN FURY
Slow moving but hard-hitting, bad boy Bryan is a kickboxing king.



CHRISTIE
Eddie Gordo's long-limbed protégé presents a warm front.

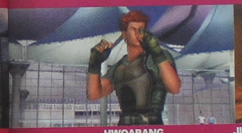
COMBOT
A metallic Mokojin programmed for numerous fighting styles.



EDDY GORDO
Like Christie, Brazilian Eddy dances the Capoeira fighting style.



HEIHACHI MISHIMA
Evil, nappy-clad organiser of the KOIF Tournament.



HWOARANG
All-kicking army boy. Easy to pick up for beginners.



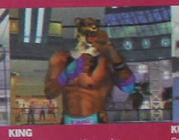
JIN KAZAMA
Karate kid Jin has gone all Wu-Tang. Plays a key part in the story.



JULIA CHANG
High kicking hippy chick wrapped up in Native American mythology.



KAZUYA MISHIMA
Supercool Kazuya returns from the dead to fight his father.



KING
Screwed up wrestler and undisputed master of throws.



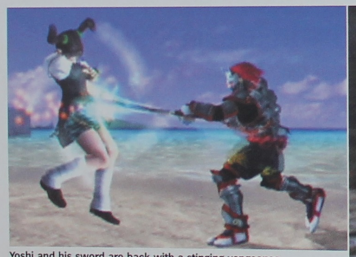
KUMA
Specialises in back-breaking hugs and chewing your face off.

BRITISH BEEF

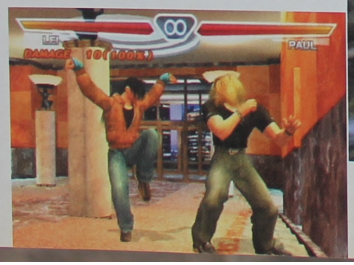
Meet Steve Fox, the greatest fighter to hail from these shores since Lennox Lewis.



Perhaps as a reward for our devotion to the *Tekken* series over the years or perhaps merely because *Tekken* hasn't had a boxer in its ranks before, Steve Fox flies the flag for the UK at this year's tournament. Like the great Ali, Fox literally floats like butterfly, stings like a bee. He doesn't have any kick moves – instead, the buttons usually assigned to that role allow Steve to duck and weave. He can easily dodge attacks with a swift flick of the head or twist of the body, then creep underneath an opponent to deliver a devastating array of punch combos such as the Gatling Gun. He's easily the best newcomer – and not just because of his nationality.

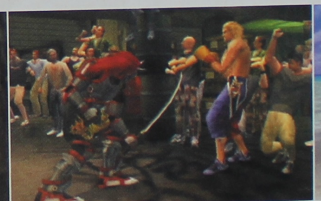


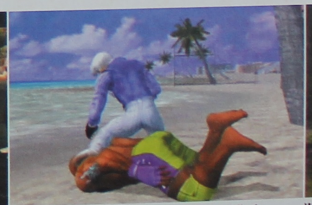
Yoshi and his sword are back with a stinging vengeance.

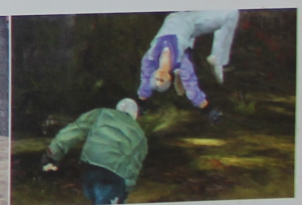




Christie's foot odour problem turns out to be an effective weapon.







The fighting arenas range from tight enclosures to sprawling expanses. Adapt your scrapping style accordingly.

With a suit like that, Lee deserves everything he gets.



Looks like romance never blossomed for these two.



Kazuya and Julia get reacquainted.

PREVIEW

TEKKEN 4

WORDS: NICK ELLIS

Namco's so solid crew return to battle it out in the world's favourite festival of fighting, the King Of Iron Fist Tournament. Your invitation is in the post.

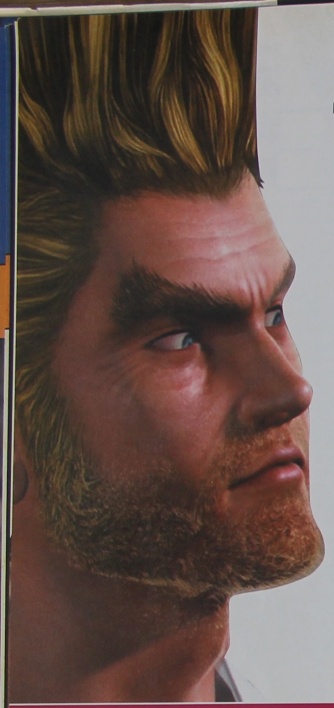
Publisher: SCEE
Developer: Namco
Players: 1-2
Release: September

Give a big 'welcome back' to one of the most entertaining and popular games of all time. *Tekken* has been around since 1994 and since that time we've been savouring the pleasures of beating each other senseless with three chapters on PSone and one of PS2's opening gambits, *Tekken Tag Tournament*. Exercising an unparalleled level of speed, fluidity and 3D graphical loveliness, *Tekken* rapidly overtook *Street Fighter* as the beat-'em-up of choice. The fourth instalment doesn't reach the UK until the autumn but over in Japan they're already enjoying the brawl. We've got our hands on the finished NTSC code to give you a taster of what's in store.

The game is set two years on from *Tekken 3*. Once again, it's Heihachi Mishima (a man so evil he threw his own son into a volcano) who has organised the King Of Iron Fist Tournament. It's an 'invite only' affair and drawn by all manner of motivations including power, greed, honour, money and reputation – a motley assortment of fighters gather at Mishima's pad to compete for the title. You can learn all about how the personal lives of the fighters have changed since the last time by working through Story mode, where success with each character rewards you with a luscious FMV movie. As always, it's all just an excuse for a good old scrap.

Initially, there's a sense of disappointment that the game is, well, just *Tekken 3* with bells on. Take up the Dual Shock for the first bout and anyone who has ever played any of the previous games will be instantly familiar with proceedings. On the surface, very little has changed in terms of controlling the fighters and the various gameplay options remain identical. But then what exactly were you expecting? Dancing wildebeest dressed in dinner jackets and tutus?

Delve a little deeper and you'll discover that Namco has engineered all manner of subtle tweaks and enhancements, the least of which is in the character design. Each fighter has



received a full, 'all expenses paid' makeover, from facial expressions to clothing and haircuts, every feature of the combatants' appearance is rendered in loving detail. Shirts tear mid-scrap, hair flops around as you move and the fighters dance about with a level of grace and fluidity befitting Fred and Ginger. Quite simply, it looks fantastic and no static screenshot will ever be able to convey the thrill of *Tekken 4* in full flow.

As ever, the range of styles offered by the different combatants is huge. Likewise, the learning curve for each of them is nicely balanced. For newcomers, mastering some of the fighters' techniques will take only a few solid sessions of playing. Hwoarang, say, is a good bloke to start with as his Tae Kwon Do method of scrappery relies heavily on kicks, so you only really have to concentrate on two buttons. At least to begin with. Other fighters have far more subtle and complex moves, requiring you to dedicate plenty of time to practice sessions. For example, executing all of Yoshimitsu's sword moves effectively can take a lifetime of playing. Well, almost.

FIGHT CLUB

The arenas where the fights take place have undergone a similar reworking and are now split up into two categories. Firstly, there are the 'open plan' levels, such as the Mall. These are multi-sectioned levels that stretch out in all directions, allowing you plenty of time to consider your tactics and think about your next move. There are boundaries however, and also a smattering of destructible scenery that you can throw your opponent into, but this is more incidental than integral.

Then there are the claustrophobically cramped environments, such as the Underground Garage, where there is barely room to swing a Panda. Straight out of *Fight Club*, the Underground Garage is a real bear pit with a close cheering crowd encircling you as you scrap away (if the crowd gets on your nerves, you can always deliver a swift flying kick and knock a few of them over). These cramped levels require an altogether different strategy. The action here is fast and ferocious, and cornering your opponent is a sure-fire way of achieving a quick victory. Pin them up against a wall and your blows will have near double the effect as their heads and bodies slam into solid concrete.

As mentioned previously, all the familiar gameplay options remain in place. The Story mode is where you unlock the hidden characters by completing a series of fights with a certain character. You also discover each fighter's motivations for attending the tournament, with a series of hand-drawn sketches, voice-overs and splendid FMV movies. As ever, the stories range from the bizarre to the ridiculous.

The Time Attack, Survival, Training and Practice modes are all self-explanatory and Team Battle allows you to choose up to eight different fighters who each fight until their health bar is empty and the next combatant steps up. The gamer's favourite, Tekken Force mode, is still in there (see Force Feeding) but surely the most important mode of all is the two-player Versus mode, for it is here that reputations are made and gaming glory is attained.

THE PEOPLE'S FIGHTER

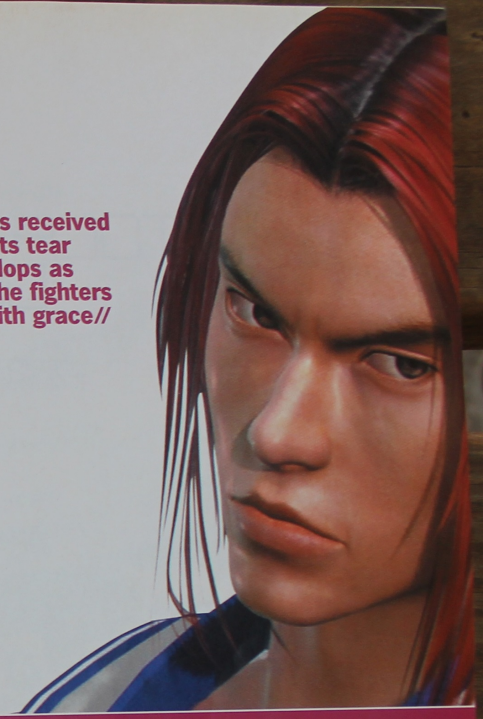
Now, let us just sit back and pause for a while to consider what it is that makes *Tekken* not just a great beat-'em-up, but a great *game*. In part, there's the universal appeal of kicking seven shades of crap out of an on-screen opponent, especially if that opponent is controlled by a friend. Show us a person who doesn't enjoy pummelling their nearest and dearest into virtual oblivion and we'll show you a deeply twisted individual. However, *Tekken* is also a great *game* because it works on two distinct levels.

On the left fist, there's a massively detailed game for the more hardcore gamer to get their teeth into. Mastering all the moves and combos for all the different fighters takes an age and only with intense practice will you shine on screen like a Wudan master's sword. Counter moves, special moves and ten-string combos can't be achieved with random button-bashing; they need to be learned – any charlatans will be quickly exposed in the heat of battle. On the right fist, *Tekken*'s highly intuitive control system means it's an easy game for the casual or non-gamer to pick up and swiftly achieve a decent level of respectable fighting.

This fourth instalment of *Tekken* is unlikely to disappoint fans of the series, and if you've never grappled with a *Tekken* game before, here will be as good a place as any to start. It may fall well short of *Virtua Fighter 4* in terms of single-player options and in-depth character progression, but it easily grinds *Dead Or Alive 2*'s face into the ground and looks set to retain its title as one of the best multiplayer games ever made.

More a sequel to *Tekken 3* than *Tekken Tag*, number 4 has playability in spades. Thanks to Namco's arcade unit hardware (the System 256 board, in case you were wondering) being almost identical to that of Sony's PS2, Namco delivers a supremely polished and almost criminally playable fighter. We don't expect too many changes for the PAL version – aside from the language – but *OPS2* will keep you posted. Until then, you'd better get practising. □

//Each fighter has received a makeover: shirts tear mid-scrap, hair flops as they move and the fighters dance around with grace//



ON TARGET? TEKKEN 4

The beat-'em-up is an increasingly crowded genre. Has *Tekken 4* got the strength to hold on to its title?



ORIGINALITY
No new takes on the scrapping – gameplay is instantly familiar.

GRAPHICS
Gorgeous character design and stunning animation.

BRUTALITY
A short life-time worth of different moves and combos to master.



FOREST LAW
Adopts a Bruce Lee style of fighting and has a silly moustache.

LEE CHAOLAN
A total ponce. Combines speed and power to awesome effect.

LEI WULONG
Modelled on Jackie Chan, this hard-boiled cop is fun to play.

MARDUK
A nasty pasty who killed King's mentor – King wants revenge.

MIHARU
Xiaoyo's college friend who uses an identical Hakke Sho technique.

NINA WILLIAMS
Irish contract assasin who uses devastating Aikido moves.

PANDA
Xiaoyu's cuddly pet who is far from endangered.

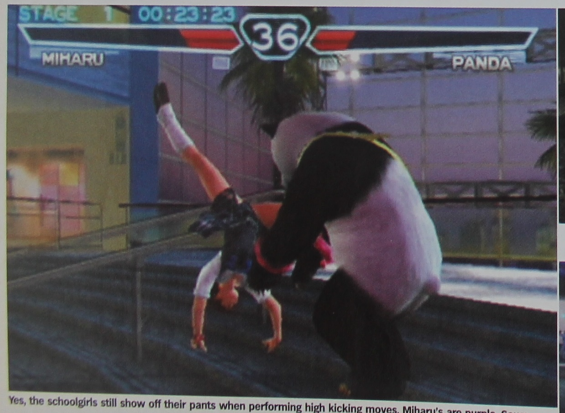
PAUL PHOENIX
Biker with fists of fury from a Judo-based martial arts style.

STEVE FOX
The great British hope. Find more about Foxy back on page 016.

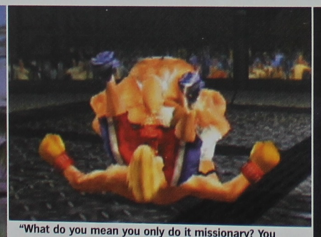
VIOLET
Who's a pretty boy then? Camper than Dale. Violet is Lee's alter ego.

LING XIAOYU
She so cute! Until she kick you in the nuts or jump on your head.

YOSHIMITSU
Bad-ass space pirate and devilish swordsmith. Very tricky to master.

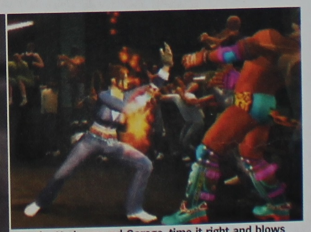


Yes, the schoolgirls still show off their pants when performing high kicking moves. Miharu's are purple. Saucy.



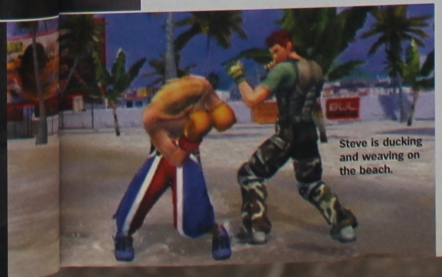
"What do you mean you only do it missionary? You British are so boring." Heihachi plays dirty.





In the Underground Garage, time it right and blows can knock over both your opponent and spectators.





Steve is ducking and weaving on the beach.

FORCE FEEDING

Nope, not Luke and his Jedi chums, but a cracking little arcade number to bolster the main game.

The Tekken Force mode makes a welcome reappearance and, aside from some dodgy camera issues, it's absolutely blinding. The premise is simple: choose any character, then charge through four different zones of the Mishima Fortress, laying waste to hundreds of Heihachi's minions and a few level bosses as you go. It's a 21st Century *Streets Of Rage* – tricky, tense and splashed with humour. You top up your health bar with eggs, chicks and full-sized roosters which are dropped by defeated foe, a gruff film-trailer voice declaring "Chicken!" at every pick-up. Great fun.



1. House Of Pain
You begin in the corridors of the Mishima Fortress. Right from the word go, you are assailed by horde upon horde of foot soldiers.



2. Ruinous Encounters
Once through the corridors, it's out into the country for more non-stop scrapping. Kuma awaits for an end of level showdown.

TOCA RACE DRIVER

WORDS: PAUL FITZPATRICK

The car's the star, right? Not here. *TOCA Race Driver* is a much more human experience.

Publisher: Codemasters
Developer: Codemasters
Players: 1-4
Release: 28 June

Developing a new racer in Codemasters' *TOCA* franchise can't be easy. With the series' 1997 debut making the PSone work its binary socks off to push out unprecedented realism in physics, crash damage, sound and sheer attention to detail, it made the task of improving on the experience no mean feat. Still, Codies did it. Twice in fact, and each time pulled it off by refining the supremely visceral, core racer with layer upon layer of new detail and functionality.

And now, *TOCA* is preparing to begin a brand new season on PS2. What's next? How can the developer meaningfully improve on a series that was damn near unbeatable from the get go? Well, to paraphrase the immortal words of budget crooner/raconteur Max Bygraves, they 'wanna tell you a story'. That's right, *TOCA* has been seizing the jangling nerves and synapses of race fans for years, so now Codemasters wants your heart involved, too. And it's aiming to do it in a fully-fledged, blockbuster-style narrative that will shift emphasis from the cars to their drivers. Sitting comfortably? Then we'll begin.

The back story is the stuff of solid gold Tinseltown angst (and, as such, the following is greatly enhanced by reading in a gruff, movie trailer voice). Ryan McKane is a Touring Car test driver and younger brother to Daddy's favourite son and superstar TOCA driver, Donnie. Kyle McKane, his father, is a veteran race driver himself. Yet caught between his father's name and Donnie's seemingly limitless success, Ryan is going nowhere fast. But when Kyle dies in a spectacular crash, Ryan's grief turns into naked ambition. He's going to be the best damn TOCA driver in the world. Yes! Somehow, Ryan McKane is going to beat the world and make his daddy proud! And cut.

The narrative seems cheesy but the theory is sound. With judicious use of brief cut-scenes (none longer than 45 seconds) and a carefully designed, context-based front end (see On The Menu) the developer aims to put emotive flesh on the bones of the game. Nobody, with the possible exception of Michael Knight, can say they've ever been dissed by a car. But put an arch rival at the wheel of said car and put it in front of you with one lap of Holland's Zandvoort track remaining before the chequered flag, and it's a different kettle of bolts entirely.

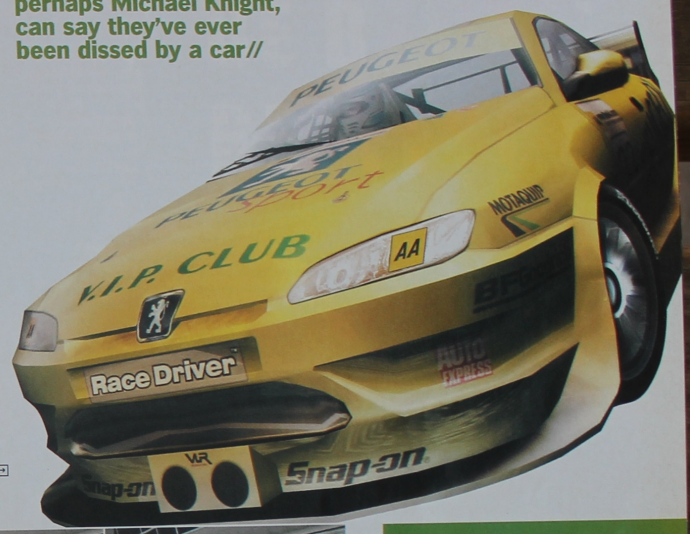
DRIVING AMBITIONS

To this end, the traditionally abstract menu screens have been given the heave-ho in favour of locations in the professional life of our hero and your in-game persona, Ryan McKane. The main menu is Ryan's office, complete with interactive PC (for email race offers/Career mode), filing cabinet (Options), Wall Chart (info on rivals worldwide) and a door leading to the relaxation room. In there you'll find Multiplayer, Time Trial, and Free Ride modes, and so it continues. If this sounds at all reminiscent of the method that EA LA employed to heap instant atmosphere onto the *Medal Of Honor* games' front ends, you'd be right. Indeed, Codemasters' Studio Head, Gavin Raeburn has cited the WWII games' ability to conjure an involving ambience as an unusual source of inspiration for *Race Driver*'s narrative.

As far as we've seen, the contextualisation of the menus works just as well here. As for the cut-scene-assisted narrative? Unfortunately, the Career mode was not implemented in the version we played, so how effective the FMVs are in practice is yet to be seen. One thing is certain, by motion capturing entire scenes with actors speaking their dialogue together – as opposed to motion-capturing individuals, making a composite scene after the event and then dubbing in dialogue – the end result will be as naturalistic as current technology can afford.

But enough of narrative, context and method MoCap. What is this? A racing game or a Merchant Ivory film? Impatient race fans can relax (Merchant Ivory fans, you're in the wrong mag). It's a relief to be able to say that an unfortunate baby/bath water scenario has been avoided and *TOCA Race Driver* is very much its parents' child.

//Nobody, except perhaps Michael Knight, can say they've ever been dissed by a car//



WHAT'S THE DAMAGE

True to the *TOCA* series, *Race Driver* goes to extraordinary lengths to show damage accrued by you and other drivers during races. Fenders bend, lights and windows shatter, and whole sections of bodywork get distorted and eventually fall off. But be warned: The more scrapes you get into, the worse your pride and joy is going to handle.



1. *TOCA* rule #1 – learn the race tracks. Slam your motor into the barrier and this is the result.

2. A little first corner jostling… a nudge here, a bump there, but it's damage the pit crew can fix.

3. *TOCA*'s handling can be feisty and unforgiving at first. Races are won by staying on the track. Okay?

4. Missed the first corner, slammed into a car at the second, flipped at the third. The race is over.



TOCA's pretty external views make driving easier.











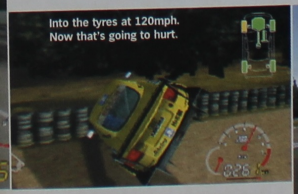
"Your brother says that you drive a race car like a blind monkey that can't reach the pedals properly. Care to make a comment?"



TOCA features the most realistic damage modelling around.



Re-live those spectacular crashes via *TOCA*'s TV-style replays.



Into the tyres at 120mph. Now that's going to hurt.



Superb attention to detail and stunning 3D.

DRIVE TIME

***TOCA Race Driver* lets you get behind the wheel of a wealth of tasty motors. With a handful of cars still to be confirmed, here's what you can expect to drive… but only if you're good enough, of course.**

- AC Cobra 212 S-C
- AC Cobra Mk4 CRS
- Alfa Romeo 147
- Alfa Romeo GTV
- Chevrolet Cavalier Z24 Coupé
- Chevrolet Corvette Z06
- Chevrolet Monte Carlo with Stock Car Body Kit
- Chrysler Eagle Talon (Turbo)
- Dodge Charger
- Dodge Neon Highline Sedan GT-R
- Dodge Viper GTS-R
- DPRS T-230
- Holden Commodore SS (VX)
- Koenig C62
- Lexus IS200
- Lotus Sport Elise
- Marcos Mantis GT3
- MG ZS
- MG Lola Le Mans
- Mini Cooper S
- Mitsubishi Lancer Evo VI GSR
- Mitsubishi Mirage
- Nissan Skyline GT-R R34
- Opel Astra Coupé
- Peugeot 406 Coupé
- Proton Satria GTi
- Saab 95 Aero
- Subaru Impreza WRX Type-R STI Version 6
- Toyota Chaser 2.0
- Toyota GT1
- Toyota Supra Mk4 93-98 Turbo
- TVR Tuscan Challenge
- TVR Tuscan R
- TVR Cerbera Speed 12
- Vauxhall Astra Coupé



Every one of the game's 38 international tracks has been lovingly recreated from official – and therefore expensive to obtain – statistics. Likewise, each of the 40-plus unlockable cars from the Rover MG ZS to the *Dukes Of Hazzard*'s pride and joy (the gorgeously throaty '69 Dodge Charger), has been created with utmost realism. That includes recording the cars' engine sounds at source, naturally. It wouldn't be *TOCA* without realistic damage and *Race Driver* is not set to disappoint. The game borrows a system used in official crash tests called FEM (or Finite Element Modelling) to recreate automotive bruising and chafing with incredible detail. And since each race can have up to 13 challengers cutting you up at every turn, the chances are you'll get to see just how good it is many, many times. Windows shatter, bumpers get ripped off, body panels dent and shred. It's very impressive. Equally impressive is the way damage has a direct and proportional effect on your car's performance. Still, with a bit of luck you'll have caused a pile-up big enough to ensure that you won't be the only one driving around in what looks like a knackered clown's car.

Cars and tracks become available as you make your largely non-linear way through the Career mode's 13 championships. These are a mixture of officially licensed events like the British and German Touring Car Championships and composite, fictitious tournaments that pick and choose from the world's most challenging circuits. All in the name of racing pleasure.

With no option to provide difficulty settings, *Race Driver* is, like its predecessors, firmly parked in the simulation camp. Learning the handling characteristics of your car and knowing every turn of each track before you challenge new opponents is essential if you're ever going to come out on top. And although successful powersliding is a feature of the game, it's a hard-won joy rather than a lazily done deal. In short, ploughing gung-ho into races will have you limping out of sand traps with missing (car) body parts again and again. This is a racer where there's no substitute for genuine skill, something that you can nurture happily, chasing your previous lap's ghost car around the tracks in the Time Trial mode. Or, failing that practise against up to three other players in the Multiplayer mode, with the added thrill of potential humiliation to spur you on.

Then there's race preparation. Should you want to tweak your chosen car's performance, you won't be disappointed with *Race Driver*. Aside from the cosmetic concerns of the car's livery, you can make significant changes to gears, downforce, suspension, anti-roll, tyres and brake bias. And when you're done, you can take your mechanically engineered monster out for a pre-race test drive.

With the game approximately 40 percent complete, there's still a fair amount to be implemented, not least with the FMV and graphical flourishes that should make the finished game shine. However, the core racing is there now and is as satisfyingly challenging and edgy as you'd hope. If the story element does its job and gives *TOCA*'s continuing commitment to realism and unbridled options a human face, then petrolheads are going to be in for a unique treat. It's a cliffhanger worthy of Hollywood. And we can hardly wait. □

ON TARGET? TOCA RACE DRIVER

As kitchen sink-like in its completist approach as previous franchise titles. Throw in any more and they'll have to give a car away as well.



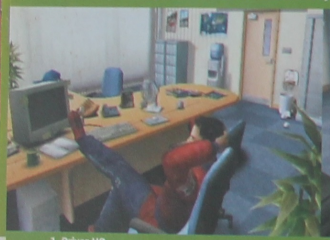
STORY
Looks good on paper. But will it add depth to the racing?

CAR DAMAGE
Satisfying panel ripping, engine shunting and more.

POINTLESS LOVE INTEREST
Melanie Sanchez – pure eye-candy.

ON THE MENU

It's all about atmosphere. Instead of the customary, abstract menus that grace the majority of racing games, *TOCA Race Driver* lets you move between locations in hero Ryan McKane's world. For example...



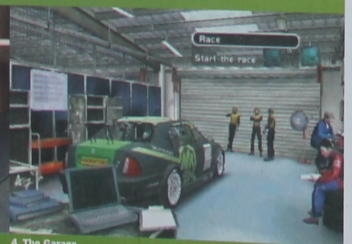
1. Driver HQ
This is where you mastermind your ascent through the Touring Car championships. See the guy reclining in the chair? That's you, that is.



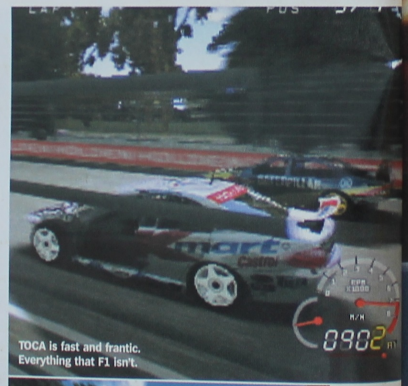
2. Free Race Area
A place to chill, but also where you sort out multiplayer races, time trials and who knows, maybe hook yourself up with a can of pop.



3. The Key Cupboard
Here's where you choose your ride for the race ahead. Move between key rings and they'll swing to and fro. It's a small touch but a pleasing one all the same.



4. The Garage
You've chosen your car and here it is. While you take a seat, the tech bods start getting it prepped to race. Head to the clipboard and you can alter all sorts of your car's components.



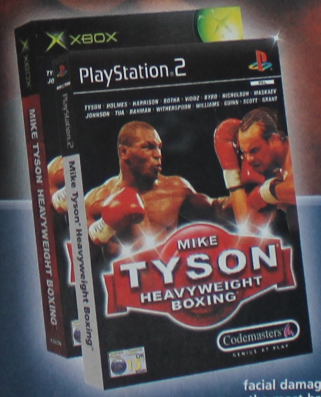
TOCA is fast and frantic. Everything that F1 isn't.



Codemasters has added a speed blur effect to the 3D engine to really convey the feeling of acceleration and raw speed.

BE BAD
BE BRUTAL
BE AT TYSON

MIKE TYSON HEAVYWEIGHT BOXING



Whether you're fighting as Tyson or fighting against him, feel the pain in the most challenging boxing experience ever. 600 power punches, illegal moves, signature blows and combos give brutal punishment in round after round of TV realistic action to satisfy bloodthirsty boxing and beat-em-up fans. Aggressive fighting manoeuvres and intuitive blocking and dodging pump up the adrenaline and create lethal knock-out combinations. Get the first aid ready. Someone's gonna get hurt... real bad.

facial damage engine delivers the most brutal boxing ever



16 professional heavyweights and 20 international arenas



take your opponent apart with 9 game modes



create your own unique boxer - over 40 manipulable body parts



PlayStation.2
XBOX
ATOMIC PLANET ENTERTAINMENT

Codemasters
GENIUS AT PLAY

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WORDS: DEAN EVANS

PRISONER OF WAR

It's 1941. You've been banged up in a German POW camp. You won't be rescued for another four years unless you do something about it.

Publisher: Codemasters
Developer: Wide Games
Players: 1
Release: June

Steve McQueen tried to do it on a motorcycle. Sylvester Stallone and Michael Caine did it after a football match. But can *you* escape from a German prison camp, without guns or grenades, using only your wits, courage and some boot polish? *Prisoner Of War*, the new 3D stealth-'em-up from Codemasters, dares you to do exactly that: sneak out of your barracks after lights out, bribe guards with cigarettes and chocolate, climb perimeter fencing and make poorly-planned dashes for freedom accompanied by fellows named Spanky Nesbitt and Willie McGinger.

In *Prisoner Of War*, you assume the role of Captain Lewis Stone, a quip-happy bomber pilot who gets shot down over Germany and banged up in a series of German POW camps. The first of these is a holding facility that's small, compact and the setting for an interactive tutorial designed to familiarise you with the controls and the structure of prison camp life. While prisoners were given a certain degree of freedom in these WWII camps, they had to adhere to a rigid daily routine including breakfast, lunch and dinner in the mess hall, morning exercise in the yard and afternoon free time in the barracks compound. Each prisoner also had to turn up for morning and evening roll calls. You didn't have to obey all of the rules, but you had to make it *appear* that you did.

Developer Wide Games has created a small interactive world, and as you begin to explore – using a combination of third-person and first-person views – you quickly become aware of the level of detail. Each camp has its own layout and you'll need to familiarise yourself with the location of the laundry, sickbay, barracks and the guard towers before you can even begin to think about escaping. Your fellow inmates are an assortment of polygonal POWs, ranging from disgruntled Belgian soldiers to arrogant British officers. Some will ask for your help to complete sub-missions, others can be used to aid you as you begin to test the limits of camp security.

The camps are guarded by German stormtroopers, each with their own level of AI. Some are grumpy and suspicious, others are friendlier and can be bribed with alcohol and cigarettes to look the other way or leave a door unlocked. The guards watch you closely, doing nothing if you stay where you're supposed to be but showing no mercy if you act suspiciously or get spotted in an area that's off-limits. Get caught, and any items you are carrying (stolen keys, boot polish for disguising your face at night, a telescope for observing guards) are confiscated. They can be retrieved, but it takes time. Fortunately, you also have access to a hiding place – a wooden box in which items can be stored without fear of discovery or seizure.

What makes playing *POW* tricky is that you must time your resistance to coincide with the daily timetable. It's no good sneaking into the Kommandant's office at night if you can't make it back in time for the morning roll call. This is a thinking man's 3D adventure, blessed with the sneakier elements of *Metal Gear Solid* and the underlying structure of the old ZX Spectrum classic *Skool Daze*. With intelligent AI, detailed 3D, free-roaming gameplay and sub-games, *POW* certainly has the potential to make for great escapism. □

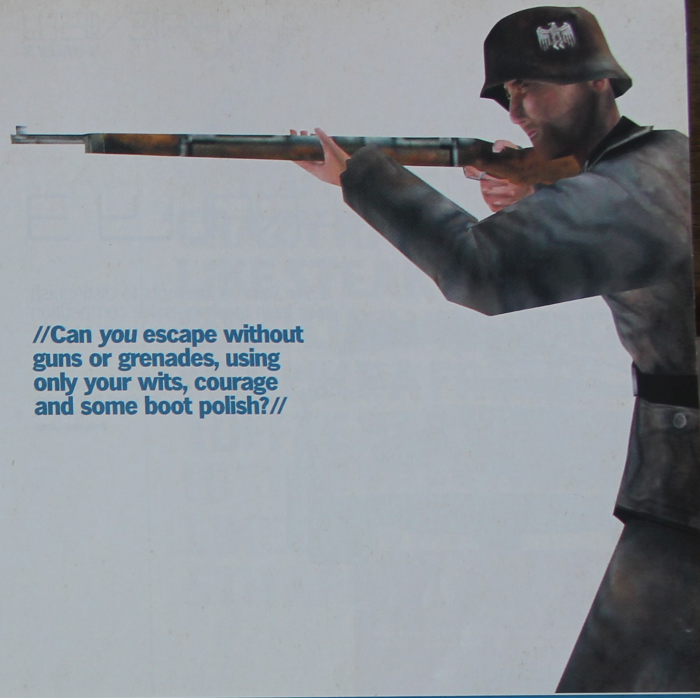
ON TARGET? PRISONER OF WAR

Hatching escape plans takes real ingenuity. *Prisoner Of War* is certainly different, but will its slow gameplay appeal to PS2 gamers?

GRAPHICS
Believable 3D environments, good attention to detail.

GAMEPLAY
Slow, measured and tense. A lot of hiding and waiting.

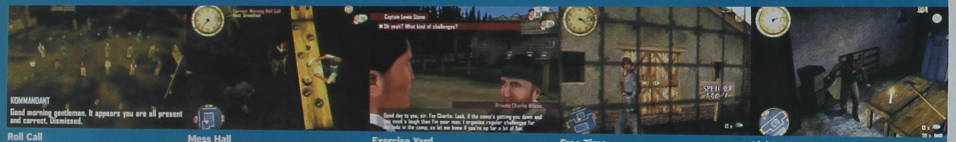
CLICHÉS
Stiff-upper-lip Brits, cheeky Irishmen, loud Americans.



//Can *you* escape without guns or grenades, using only your wits, courage and some boot polish?//

A BREAK FROM THE OLD ROUTINE

Although prisoners are given a fair amount of freedom in the POW camps, they have to adhere to a daily routine. Each day involves registration, food and plenty of time for planning your escape.



Roll Call
The roll call is held every morning and evening. It's the camp Kommandant's way of checking that nobody has escaped. Miss a roll call and a camp-wide search is launched to find you. So you must be careful in timing your excursions accordingly.

Mess Hall
The POWs gather three times a day in the Mess Hall to eat breakfast, lunch and dinner. The Mess Hall is usually located in a separate part of the camp from the Barracks where the prisoners sleep. While everyone eats, take the opportunity to explore.

Exercise Yard
The rest of the morning is spent in the Exercise Yard. Sub-games can often be played here (to gain more currency) and it's a good time to talk to the other prisoners. Some prisoners will offer to create diversions for you. Others will offer you tasks.

Free Time
After lunch, POWs are herded back to the Barracks compound. This is where the men sleep and where you can store any items you have picked up. It may also provide access to other areas of the map – but be careful, these areas are heavily guarded in daylight.

Lights Out
After evening roll call, the lights go out and you're supposed to stay in your Barracks. With the use of boot polish (which blackens your face, reducing your chances of being spotted) you can sneak out, climb fences and explore areas that are inaccessible during the day.



Your escape plans are governed by a daily routine.

BREAKING AND ENTERING

In *Prisoner Of War*'s first mission, you need to break into the sickbay to steal some currency for another prisoner. But the sickbay is guarded and behind a locked gate...



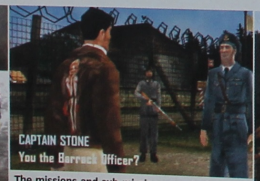
1. In the holding camp, the sickbay is located behind the Mess Hall, so the only time that you can attempt to break in is when you are allowed to be nearby – that's during breakfast lunch or dinner.

2. While everybody else is chowing down, use the first-person view to study the defences – there's a guard on a circular patrol around the Mess Hall and another soldier in the guard tower.

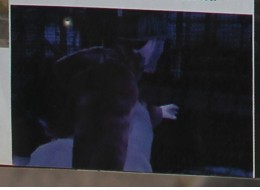
3. Use the map to wait until the patrolling guard is out of range and the soldier in the guard tower is looking away. Then climb the wall, jump down and dash inside the sickbay. Timing is everything.



Afternoon exercise in Castle Colditz. The security here is the tightest you'll find and provides a real test of your skills.



The missions and sub-missions are nicely linked together with seamless cut-scenes.





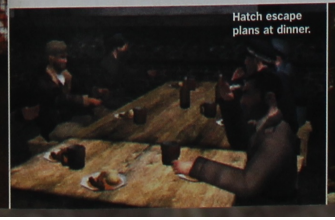




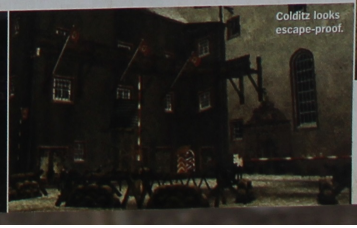
Areas of the camp that are inaccessible by day can be reached after 'lights out'.



Don't incur the wrath of the Kommandant.



Hatch escape plans at dinner.



Colditz looks escape-proof.



The German guards will not only arrest you for trying to escape, but also if you act suspiciously or are found in an 'off-limits' area.

WORDS: DEAN EVANS

V-RALLY 3

Eden Studios attempts to distinguish itself from the impressive competition with a new career mode.

Publisher: Infogrames
Developer: Eden Studios
Players: 1-4
Release: June



CAREERING AROUND THE CORNERS

The core V-Rally mode gives you the opportunity to work your way up from rally obscurity to World Championship contender. Here's how it works:



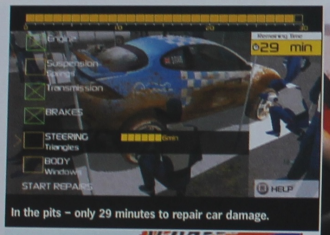
Welcome to your office, rookie. Here you can view your driver history and access your email to view the latest news and to apply for tests with new rally teams.



Let's take a test drive for Ford. They will offer you a contract if you can complete a Swedish rally stage within three minutes and 30 seconds. You have three attempts.

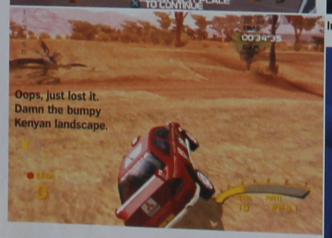


Once you have signed a contract, the team launches its car at a glitzy press conference. View the specs of your machine, see your team goals, then race.



In the pits – only 29 minutes to repair car damage.





Oops, just lost it. Damn the bumpy Kenyan landscape.

The first time we clapped our eyes on *V-Rally 3* was at Eden's Lyon-based studio (OPS2#019). And very nice it looked too. "Ooh," we said when shown the six rally-friendly environments – Finland, Corsica, Great Britain, Sweden, Germany and Kenya. "Wow," we muttered at the sight of the partly hand-painted 3D graphics – gloomy forests and sparkling snowfields, tight hill-climbs and dusty desert tracks. With multiple camera angles, cinematic replays, multiplayer competition and an array of officially licensed cars, *V-Rally 3* was certainly stacked with potential.

The main, single-player V-Rally mode, however, was still in development. It promised a new type of career play, where you could develop yourself as a driver in addition to the buzz of rally competition. Did this mean switching teams? Having greater input on the setup of your car? Now we've had a chance to take a closer, longer look, the answers are 'yes' and 'yes'. While *V-Rally 3* boasts Quick Race and Time Attack options, these are just the two veg that accompany the meat of the V-Rally mode. Starting as a teamless rookie driver, the aim is to work your way up through the rally hierarchy to stardom.

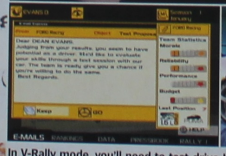
The V-Rally mode lets you create your own driver, entering your name (which will ultimately appear on your car), choosing your nationality and even a polygonal likeness. At the start of the season, you're out of work. Based in an office, you have access to email (where job offers and news are displayed), plus ranking and team data. Initially, you'll be offered the chance to test drive with some of the smaller teams in the hope of securing a deal for the season ahead. The driving test consists of completing a random rally stage within a set time limit. Fail and you have to look for another drive. Succeed and you'll be offered a basic contract. A glitzy press launch duly follows, where you can view detailed info about the team and car.

The teams competing in the entry-level 1.6L FWD class (ie, Ford, Citroën, Volkswagen) are rated in terms of their morale, reliability, performance and budget, and these determine the capabilities of your car and pit crew. When you start a V-Rally career, the teams are under-funded and performance is poor. Your goal here is to make a name for yourself, win races, catch the eye of the bigger teams, and move up to the beefy 2.0L 4WD cars. You'll also be given a goal for the season – finish higher than tenth, for example. Fail and you'll be booted out.

Of course, the big test is the rallying itself. Before you start, you can check the race conditions and team goals. Extensive setup options also allow you to tweak the car – its top speed, acceleration, grip and car balance – via simple sliding gauges. A third menu lets you adjust the steering, transmission type (manual/automatic), acceleration and brakes. When you complete a stage, you have 30 minutes to repair key areas of your car. Each part – bodywork, brakes and so on – takes a certain number of minutes to repair. In extreme cases you may find that the time needed is greater than the time you have left. There's more to being a top driver than just *driving*...

V-Rally 3 benefits from some lush 3D visuals and fluid gameplay, intercut with stat-heavy menus and short cinematic cut-scenes. But will it be good enough to out-rally the opposition? Time, as ever, will tell. □

The driver's-eye view (complete with wipers).





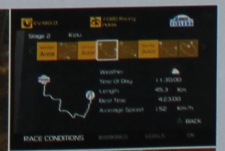
In V-Rally mode, you'll need to test-drive before you can race.

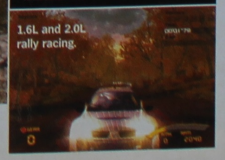




Tackle six highly detailed, albeit fictional, rally tracks across Europe and Africa.







1.6L and 2.0L rally racing.

ON TARGET? V-RALLY 3

The *V-Rally* series has a distinguished history on the PSone. But is Eden doing enough to push the boundaries of racing on PS2?



REALISM
Retains arcade elements alongside heavy chunks of sim.

HANDLING
Feisty and twitchy. Best played in an external view.

MULTIPLAYER
No split-screen racing. Four-player sequential, only.



WORD!
'CRAZY RAW ON DA MIC LIKE STEAK TARTAR COLD CHEWIN' WACK MCS LIKE A FROZEN TOFFEE BAR.'
HITTIN' THE STREETS LIKE IRON MIKE
5TH APRIL 2002



PlayStation.2
THE THIRD PLACE

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WORDS: DEAN EVANS

PROJECT ZERO

A haunted mansion. No lights. Lots of ghosts. Now really isn't the time to be taking souvenir snaps.

Publisher: Wanadoo
Developer: Tecmo
Players: 1
Release: September

This game hopes that you haven't learned any lessons from playing *Silent Hill* or *Resident Evil*. It hopes that, when faced with a haunted house, or a mysterious disappearance, or nightmarish creatures which feast on the living, you'll investigate in a foolishly fearless and completely unarmed way. For *Project ZERO* is a survival horror. It's a haunted house mystery that relies on eerie atmospherics rather than the blam-click-blam of a pump-action shotgun.

Called *Fatal Frame* in the US, *Project ZERO* tells the story of a young girl's quest to find her missing brother (Mafuyu) who was last seen entering a big horror cliché of a haunted mansion. You play the opening sequence as this lost sibling, exploring the first few locations of the huge house in grainy black and white. Think sinister silence, creaking floorboards and eerily empty rooms barely illuminated by torchlight. *Project ZERO* is thick with claustrophobic menace, successfully building up a sense of tension with half-glimpsed spectres, sudden noises and dramatic visual jump cuts.

After the playable intro, the game gives you control of Mafuyu's sister, Miku, who ventures into the same spook-infested mansion to retrace her brother's steps. This time, you explore the same early locations but in washed-out colour. Like other survival-horrors, the game is a mix of storytelling and combat-adventure. Miku's surroundings are viewed via a series of fixed third-person cameras in the style of *Resident Evil* and *Alone In The Dark*. The adventuring also feels familiar – use-this-object-with-that-object puzzles, life-restorative herbs, plus journal entries, audio tapes and news clippings that slowly reveal the grisly history of the mansion and the fate of Miku's brother.

The big difference between *Project ZERO* and its rivals is the lack of traditional weaponry. There are no pistols, 9mm machine guns, grenades, shotguns or flamethrowers. Instead, Miku wields a camera, snapping pictures of her ethereal attackers to drain them of their energy. Switching to first-person view, the longer you hold a ghost in the viewfinder, the more damage you inflict when you activate the shutter. The availability of different film (ie ammo) enables you to cause greater damage. Power-ups (a wide-angle lens, faster reload time, etc) are also available to improve your camera.

Beautifully and simply presented, *Project ZERO* builds up a real sense of anxiety and terror. You might catch a brief glimpse of a ghost in the distance, but by the time you've readied your camera it's gone. Hot spots in the house trigger flashback cinematics or macabre spectral encounters, while close-quarters combat gets frantic as you spin the first-person view trying to see where a spirit will appear next. Screenshots just don't do the game justice. Play it at night. With the lights off. And the surround sound cranked up nice and loud... □

ON TARGET? PROJECT ZERO

Having gained some good scores in the US (where it's known as *Fatal Frame*) the prospects for *Project ZERO* should be good.

GRAPHICS
Superbly atmospheric with some fantastic lighting effects.

SOUND
Creepy silence, pierced by agonising shrieks and wails.

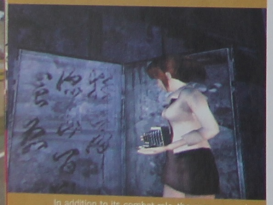
TERROR
There are moments of shockingly gruesome nastiness.

A KODAK MOMENT

Remember: don't ever go to see what made a noise outside. Don't go down into cellars. Never flee into the woods at night. Not if all you have is a camera...



You can only shoot ghosts in the First-person mode. The longer you keep a ghost in the centre of your camera's viewfinder, the more damage you can inflict. Don't let the spooks get too close though.



In addition to its combat role, the camera can be used to locate hidden doors or items. A pulsing vibration in the joypad lets you know when you are near something of interest.



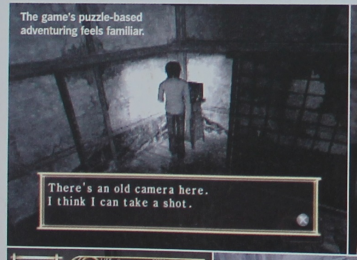
In *Project ZERO*'s haunted mansion, there is always something nasty behind you.

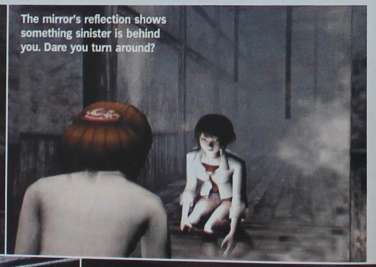


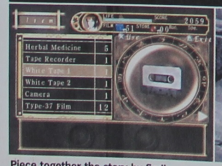
Dark atmospherics and restrained sound effects combine to build up the tension.



A demonic carving. Taking a picture of it might reveal a puzzle or new location.



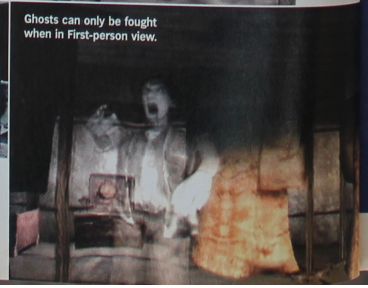




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FIFA WORLD CUP RELEASED 26 APRIL 2002.

WORDS: DEAN MORTLOCK

DAVID BECKHAM SOCCER

Beckham's used to last-minute winners, but can his football game steal the cup from *PES*?



Publisher: Rage
Developer: Rage
Players: 1-4
Release: May

The use of a figurehead licence such as David Beckham here, for example, can often hide a disappointing title. Call us cynics, but it's not unknown for a company to attempt to shift more units of a dull game by slapping a recognisable face on the cover art. But amid rumours of multi-million pound deals and high-profile adverts, *David Beckham Soccer* could well be the best use of an official licence for quite some time.

While football itself will never rival *Pro Evolution Soccer* for playability, there are some neat differences. As you'd expect, the trademark Beckham set pieces play an important role, with free kicks, goal kicks and corners working in an original and well-designed way. Instead of hoof and hope, you have a choice of three players to punt to, each one highlighted by an arrow showing their direction of movement. Kicking the ball directly into the path of a team-mate is surprisingly satisfying – as is curling in a 30-yard screamer.

Much has been made of *DBS*'s Train Like Beckham mode. Given a series of challenges (free kicks, crossing etc) your objective is to complete them to gain access to the next batch. Although they rarely progress beyond the conventional, they're a great set of mini-games – although it would have been even more enjoyable if it featured some sampled speech from Beckham himself, rather than just a small text comment at the end of each challenge. Other notable extras include a biography and interview with Beckham. There's also a series of arcade-style games in which you can recreate some classic recent England matches, and a Survival mode which, as the name implies, allows you to play against a series of increasingly tough opponents until you're eventually knocked out.

So far so sleek, but like an Argentinian stud on a weak metatarsal, there's trouble ahead. The only real name is Beckham's and joining him in the England line-up are old favourites Seeman and Owin. Okay so maybe we're nit-picking here, but after the licence privileges of *FIFA*, we've come to expect *real* names and player likenesses – frankly, seeing Heski score or Cambel make a tackle feels a little flat. Other irritating gripes include the fact that the goalkeepers are super-human and that you can often run straight through from the halfway line without any serious intervention from your opponent. Both of these are familiar faults in all footy games, but Rage still just has time to tweak the game balance to iron them out.

David Beckham Soccer isn't likely to overtake *PES* in the hearts of the videogaming public, but that's not to say it's a bad game, and Rage deserves a crack at the big time. *DBS* certainly ranks favourably when compared to other footy hopefuls, and that bolstered with the extra game modes, could be enough to make it a worthy contender. □

ON TARGET? DAVID BECKHAM SOCCER

Can the most famous footballer in the world transfer his silky skills to PS2? Lets see how he scores…



REALISM
More of an arcade experience than a proper simulation.

EXTRAS
Plenty of goodies and modes to keep the interest level high.

POSHNESS
Thankfully, there's no missus warbling on the touchline.

BEND IT LIKE BECKHAM

The only place you'll really notice the Beckham licence being used is in the Train Like Beckham mode. Here you work through a series of three sets of challenges, all under the watchful and loving gaze of Goldenballs himself.



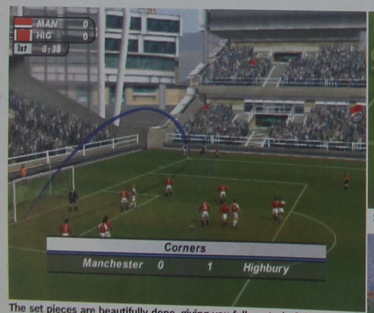
1. Here you need to curl the ball around the wall and into the highlighted section of the goal.

2. Do you think you can cross the ball and beat both the defence and the super-human goalkeeper? Beckham can.

3. Encouragement and criticism comes directly from the man himself – but it's more like an email than a one-to-one.



Press the corresponding button to pass to a team-mate.

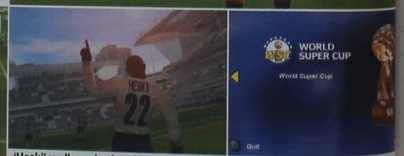


The set pieces are beautifully done, giving you full control of the move.



Scoring's hard, but the defence is rather poor.





'Heski' wallows in the glory of yet another England goal.



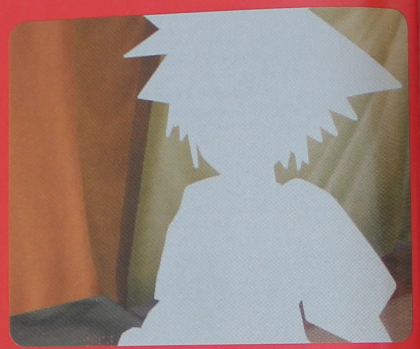
Friendships stop when you hit the turf.



TEETOTALLER

ARE YOU REALLY GETTING THE FULL PICTURE?



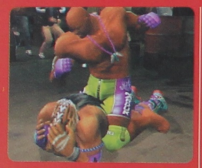






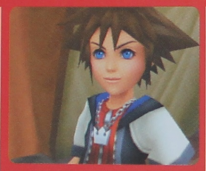
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SPY

EDITED BY GEORGE WALTER

headliners

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OPS2 EXCLUSIVE

THE IMMORTAL KOMBAT

The most violent beat-'em-up in history returns. Make way for *Mortal Kombat: Deadly Alliance*. Exclusive screens and new info included!

MORTAL KOMBAT – THE VIDEOGAME that heralded the most graphic bloodbath ever to grace arcades – is back and ready to shock a whole new generation of PS2 owners with its glorious savagery. The concept is simple: a brutal fight to the death for the ultimate prize of immortality.

Subtitled Deadly Alliance, the gore-centric beat-'em-up would put *GTA3* to shame with its stomach-churning depictions of violent death – in *Mortal Kombat*'s world, ripping out a few hearts and spines or decapitating your victim with a punch soon becomes second nature. The series has branched out over 18 hardware platforms since its inception in 1993 and given rise to ten games, attracting a legion of devoted fans in the process.

The big question is how Midway will deliver a substantially different experience for the PlayStation 2? How will it face up against the might of Sony's other beat-'em-up contenders, established franchises like Tekken, Virtua Fighter and, in 2003, Soul Calibur? The truth is, no-one really knows. The brain behind MK:DA, Ed Boon, has so far kept his twisted creation shrouded in mystery, with only a few pre-rendered screens appearing. Likewise, a teaser trailer may have set the scene for the action, but it shows no in-game footage. Thankfully, *OPS2* is able to reveal a few exclusive screenshots as well as giving you precious information on some of the new characters, locations and game changes promised for *Mortal Kombat: Deadly Alliance*. One thing's for sure. It's going to be messy...



The abominable Drahmin. Don't spill this guy's pint.



This first in-game screens show old-timers Scorpion and Jax.

CHARACTERS

So far, *OPS2* can confirm that *Deadly Alliance* will feature four new characters:

Blind Kenshi

A sightless Spirit Hunter. As a result of his handicap, his other senses are intensely acute, enabling him to demonstrate amazing skill with a broadsword. You will never, ever, make jokes about fighting a blind man again.

Drahmin

The ONI-Tormentor was once a ruthless and powerful warlord. After a 500-year stint in the Netherworld, the unspeakable tortures that were inflicted on him have taken a toll on his appearance – he's now butt-ugly. However, when he dons his artifact mask he can focus his murderous insanity into a precise and lethal fighting style.

Moloch: The ONI Destroyer and Malvado

Little is known of the fighting styles of these two, but Moloch is unique in being the first non-human character to appear in a *MK* game. *OPS2* hazards a guess that the blue monster fights with the ball and chain he's clutching in the picture below. The menacing Malvado has a sword and leather trench coat. Very dark.

At the last count there was a total of 11 returning characters from previous *MK* games: Scorpion, Sub Zero, Raiden, Jax, Sonya, Kitana, Cyrax, Reptile, Shang Tsung, Kung Lao and Quan Chi. Midway has decided to devise entirely new finishing fatalities for players to master. Each character will be clothed with new costumes and will be constructed from over 7,000 polygons.



(Left) Malvado. (Right) Blind Kenshi. (Bottom) Moloch: The ONI Destroyer.

THE GAME

Not only will the combatants look stunning with their added PS2 sheen, but a brand new fighting engine has been implemented. *Deadly Alliance* is presented in full 3D with progressive damage allowing clothes to be torn and marks such as bruises, cuts and sweat to appear on the characters' bodies. The advanced graphic effects being utilised should allow for some disturbingly realistic fatalities – expect an 18 certificate for this one.

//Advanced graphic effects should allow for disturbingly realistic fatalities//

Like the bodies of the competitors, game environments are both damageable and interactive. In Shang Tsung's courtyard level the fighting takes place on a platform surrounded by acid. Force an opponent into the liquid and they get burned. Equally as dangerous is the red-hot molten moat in the Lava Shrine level and the fire-breathing statues of Goro's throne room in the Kuatan Palace level.

Fighting will be significantly improved with the added 3D element. Now players will be able to switch their style of attack in the middle of a game, while brand new move sets and stringed combos will increase the challenge for *MK* fanboys and newcomers alike. To round off the impressive new look for PS2, the programmers are including real-time lighting and shadows.

THE EXTRAS

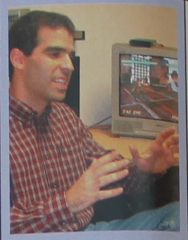
As is becoming more popular in the release of Triple A titles, *MK: DA* will come bundled with a series of DVD extras. These will include a behind-the-scenes documentary, a comprehensive history of *Mortal Kombat* and an art gallery featuring character concept designs.

THE MUSIC

Still some seven months from release, Midway has already revealed that it has big plans for the music in *MK: DA*. First up will be a DVD music video with music performed by nu-metal band Soil. Negotiations are underway for up to three more bands to produce exclusive songs for the in-game music. No hints yet, but think Napalm Death rather than Europe.

While remaining resolutely excited about the possibilities offered by a next-gen *Mortal Kombat*, *OPS2* will have to reserve ultimate judgement on the title until we've played the game at E3 this month. To find out more about new developments, and what it feels like to actually play, read our opinions in Spy next month and look out for a full exclusive interview with Ed Boon some time in the near future. ☐ **GW**

*Mortal Kombat: Deadly Alliance *is out in December 2002 through Midway.*



BOON LANDING

MK Creator Ed Boon is notoriously guarded about revealing any information on *Mortal Combat: Deadly Alliance*. Make the most of his answers to these pressing questions.

What have you done to make *MK:DA* feel 'new' for PS2?

I believe this game will be the 'newest' of the *MK* games for two reasons. First, because the fighting engine is being redesigned from the ground up and won't play like any of the previous *Mortal Kombat* games. Second, because it's not going to be a translation of an arcade game that the public already knows how to play, like the previous console *MKs* have been.

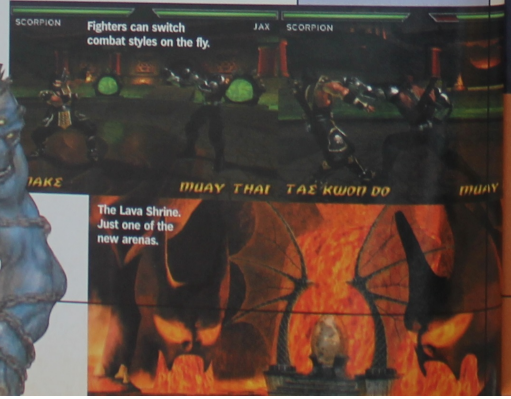
What is the thrust of *MK:DA*'s story line?

As the name suggests, there has been a deadly alliance formed between the two sorcerers Shang Tsung and Quan Chi. Each has acquired an enormous amount of power on their own and in order to assure the destruction of Raiden and the mortals, they have joined forces. There are also a number of sub-plots brewing.

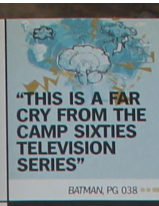
What will make this game more than just a high-res update of *MK4* with a few new characters?

Everything is changing. We are not restricting our design decisions to developing a game that has almost 20 million copies out there in various incarnations. *Mortal Kombat: Deadly Alliance* will have full 3D movement, multiple fighting styles per character and state-of-the-art graphics. It will look, play and feel like no other *Mortal Kombat* game.

**Thanks to Midway for its help in arranging this interview.*



The Lava Shrine. Just one of the new arenas.



"THIS IS A FAR CRY FROM THE CAMP SIXTIES TELEVISION SERIES"

BATMAN, PG 038



EVER NEARLY READY

EverQuest comes to PS2 via Sony Online Entertainment.

AS PREVIOUSLY REPORTED in Spy, the massive online multiplayer RPG *EverQuest* is coming to PS2, entitled *EverQuest Online Adventures*. Originally released for the PC in March 1999, the game has a huge worldwide following amassing over 16,000 subscribers in the UK alone. Since the first instalment, a further three *EverQuest* expansions have been released, the last being *Shadows Of Luclin* in December 2001. Developed by Verant Interactive, these games were published by Sony Online Entertainment in the US. In the UK, publishing duties have previously been picked up by Ubi Soft.

At its most fundamental level (this game is far from simple) *EverQuest* has the gamer exploring the fantasy world of Norrath, engaging in battles, developing characters and joining other players online to establish 'parties'. Set 500 years before the original, *EverQuest Online Adventures* will be anything but a straight port of the PC game. Rod Humble, Executive Producer at Sony Online (US) explains, "The product was started in mid-2000 with the goal of being designed from the ground up as a PS2 game. A port simply wouldn't have worked. *Adventures* has been designed to be played in the living room – a totally different environment from the study or bedroom where PC games are traditionally played."

The control method has also been tailored towards PS2 using a joypad as opposed to the keyboard and mouse combination favoured by PC users. Humble is in a position to prove this. "Last week, I got to level ten from the comfort of my couch. Chat is certainly a lot easier with the use of a keyboard but not mandatory. I don't know how others will want to play but for me, lying back on my couch with both feet up – controller in one hand, beverage in the other, as my friends and I go dungeon delving – is the preferred method." Spy couldn't agree more.

It's important to note that currently *EverQuest* for PS2 has only been confirmed for the US market. A UK publisher has yet to be announced and SCEE's online plans still remain unclear. However, an Ubi Soft representative has indicated that it's unlikely that the French publisher would pass up the opportunity of being involved with the PS2 version, though ultimately it would be the decision of the head office in Paris. It's likely that the next we hear of *EverQuest Online Adventures* will be at E3. Spy will be there to find out more exclusive information in time for next issue. ☐ **GW**

**More EverQuest Online Adventures news after E3*



(Top) First PS2 shots of *EverQuest Online Adventures*. (Above) A typical *EverQuest* bod.



BLUE LINES

›› **At long last *OPS2* can confirm that European gamers will get to play *GT Concept*. The UK release of the special edition is titled *GT Concept 2002: Tokyo-Geneva* and will feature 80 new cars. The PAL game will exclusively feature European, Korean and American concept cars and include five tracks from *GT3* and the original *GT*. Even better, it will be available at a reduced price ›› Sega has announced it is developing a PS2 version of *Shinobi*. The game will be in full 3D and weapons will include swords, shurikens and magic spells**



Getting to grips with *Gungrave* at GameJam 2 last month.

Yes, that's a coffin on his back.

COFFIN CONFLICT

Sega unleashes a new dark hero from beyond the grave in *Gungrave*.

REVEALED AT SEGA'S GameJam 2 event in Tokyo last month, *Gungrave* hails from Red Entertainment, creator of the massive game and anime hit, *Sakura Wars*. The fast-paced third-person shooter is set in a crime-ridden metropolis, where a mysterious girl summons from beyond the grave a double pistol-packing 'death god'. With a massive coffin slung over his shoulder, his sights are on the city's crime syndicate and its boss – needless to say, massive collateral damage and a trail of bodies ensue. "Exhilaration, violence and action are the three main concepts," explains Shindo-san of developer, Red Entertainment. "We're giving players the chance to shoot as stylishly as a character in a Hong Kong action movie."

The gunplay is best described as hyper-John Woo. After locking onto a target, Grave spins and jumps with double guns blazing – firing in a dancer-like pose with one arm stretched behind his head. Bullet holes trail across the walls and blood gushes from bodies. For close-quarters combat, the coffin can be swung in an arc, sending thugs flying off in all directions. Stylish enemy disposal charges up a meter which grants a 'demolition shot' when full, launching from the coffin on Grave's shoulder like a bazooka.

Three *Gungrave* demo pods constantly drew crowds at the event. Starting at the gangster-ridden Slaughterhouse nightclub, Grave's objective was eloquently explained in bold type: 'Kick Their Ass!' Advancing through the club's back rooms (even thugs in the toilet aren't spared) the carnage takes to the rooftop. No points for guessing how the towering gas tanks can help here. Then it's a jump down to the car park. This area is teeming with criminals whose untimely deaths are aided by concentrated gunfire at combustible vehicles.

The demo ends with a face-off between a boss and his guards in an alleyway. While the slick graphics look cel-shaded, Shindo points out that a different process has been used to give the anime effect. This is partly down to the involvement of certain luminaries from the manga world. "We asked Trigun's Yasuhiro Nightow to design the characters and collaborate with us on the game system and Kosuke Fujishima of *Oh! My Goddess* and *You're Under Arrest* is in charge of the mecha," he continues. Shindo remains tight-lipped about the total number of stages and the variety of foes, but promises plenty of the latter. With loads of action and with Fujishima-san's work already attracting a fanbase in the West, it's not surprising that an English release is planned. We'll keep you posted. ☐ **AW**

**Gungrave is slated for a Japanese release in July from Red Entertainment.*



Kemco promise *Dark Tomorrow* will remain faithful to DC Comics' original Batman.

© DC COMICS

COMIC GENIUS

Kemco's *Batman: Dark Tomorrow* swings onto PlayStation 2.

KEMCO IS SET TO release *Batman: Dark Tomorrow*, a third-person action adventure game for PS2, Spy can reveal. The game is based on DC Comics' original *Batman* series and features a new story from *Batman* Writer Scott Peterson with more games-centric input from Kenji Terada, famous for his work on *Final Fantasy I* and *II*.

Dark Tomorrow sees Gotham City thrown into chaos when Commissioner James Gordon is kidnapped from police headquarters. After defeating the rival gangs who were waging a battle for control of the city streets (including Black Mask, the False Faces, Scarface and The Ventriloquist) Batman heads for Arkham Asylum in search of the Commissioner. Entering the Asylum via the sewers, Batman is thrown into a headlong battle with Mr Freeze, Poison Ivy and the Joker.

As well as the streets of Gotham City, the sewer system and Arkham Asylum, Batman will have to explore the Gotham docks and an abandoned steel works. Players will have to use stealth and detective work in addition to engaging in the requisite hand-to-hand combat. Most exciting is the range of Bat gadgets players will be able to chose from: the Batarang, Batgrapple, Batcuffs and the universal tool, plus night vision lenses enabling Batman to see in the dark.

//Explore a harsher, darker side of Gotham City – a far cry from the camp Sixties television series//

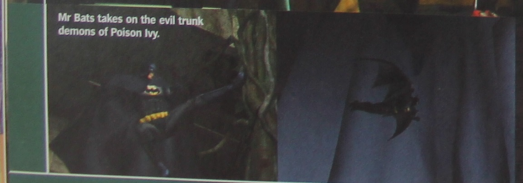
The DC Comics licence will undoubtedly make for a more adult, gritty, sinister and intelligent Batman experience. Fans of the more mature *Batman* comics will also see the appeal of exploring the harsher, darker side of Gotham City as it was originally intended. The screenshots and concept art indicate just how well this is being implemented, a far cry from the camp Sixties television series or art deco cartoon stylings of the recent animated series.

Dark Tomorrow isn't the first Batman game to appear on PS2 – Ubi Soft released *Batman Vengeance*, based on the animated TV show *The New Adventures Of Batman*, to an affectionate if muted response. *OPS2* expects *Dark Tomorrow* to bring Batman to PS2 with the kind of style the legendary Caped Crusader deserves. ☐ GW

**Kemco will release* Batman: Dark Tomorrow *this autumn.*



Sticking it to the man, Dark Knight-style.



Mr Bats takes on the evil trunk demons of Poison Ivy.



Death by breakdance! Or maybe just a big fight.

Q&A



BAT CHAT

***OPS2* contacted game Producer Takafumi Yumi of Kemco via Batmail to talk about his ambitions for *Batman: Dark Tomorrow*.**

How much influence has the DC Comics licence had on the Caped Crusader's latest game incarnation?
Batman: Dark Tomorrow has a particular style that does not destroy its comic origins, but keeps the spirit alive. The licensor [DC Comics] has paid particular attention to the design and development throughout the process.

We have spent tremendous time and effort creating every single setting, character and gadget in 2D, and then converting these these graphics to three-dimensional imagery. Every step has been checked and approved by DC Comics to ensure that the game truly reflects the Batman license.

How difficult is it to produce a game based on character with such a history and following?
I was nervous, but very excited about working on this game. I am delighted to be part of the development team. However we do feel the pressure of over 60 years of history, and will do our best to ensure *Batman: Dark Tomorrow* lives up to it.

What's the most exciting element of the title you've worked on so far?
The most interesting thing as a Producer is that I have been able to work with the world's first class artists. People coming from Pixar movie studios, Warner Brothers, Squaresoft… All offering amazing ideas and feedback – each being highly acclaimed in their profession. This is the first real Batman game. So I hope everybody will enjoy it.



Riding Spirits' replay option is close to rivalling *Gran Turismo's*.



The game is even more impressive in action.

RIDING HIGH

Spike brings PS2 motorbike sim *Riding Spirits* to the UK.

***GRAN TURISMO* ON** motorbikes. That's the way Japanese developer Spike is describing its new two-wheeled racing sim *Riding Spirits*. Such a bold claim needs to be substantiated. So, *OPS2* arranged a hands-on play of the game in the offices of Bam! Entertainment, (who will be publishing *Riding Spirits* in Europe), to see if the game lived up to its audacious accolade.

Beginning with a bizarre animated intro sequence featuring philosophical questions about roads – presumably drawing links between the path we take in life with those of a race track – over a backing of ethereal music, *Riding Spirits* instantly reminds you of *Gran Turismo*.

The menu screens, the background music, the Riding Spirits mode (think Simulation mode) and the training mode (complete with coloured racing lines) are all in there with more than a nod to Polyphony's title. Already two years in development, with 12 months devoted just to perfecting the handling, this motorbike title is looking very impressive. Living up to the top racing game is one thing, but creating a similar feeling in terms of course design, handling and graphics – something Spike has effectively achieved already – is commendable. As well as running smoothly and very quickly, backgrounds are detailed and replays are fast approaching a smooth TV-style quality.

Riding Spirits also has the blessing of 200 officially licensed motorbike manufacturers including Yamaha, Honda and Kawasaki, and the all-important helmets and leather suits boldly bear their names. Bikes range from 400cc to Superbikes, and all are upgradeable through changing any of the 25 replaceable engine parts, fitting new wheels or giving the vehicle a new spray job. The team at Spike has designed 16 original courses, which show off the diversity of the countries they are based on. Courses we saw included a Paris circuit and an American track complete with sunset.

With SCEE's *Moto GP* series offering the only real competition to *Riding Spirits*, it's notable that the two have one similarity: difficulty level. Approach a motorbike game in the same way you might a racing game and you'll come off at the first corner. Taking this into account, Spike has included a brake assist option allowing beginners to concentrate more on steering and gradually build up confidence. Experts, on the other hand, will be pleased to hear that the bikes have front and rear brakes.

Racing fans (bike fans in particular) should be very excited at the prospect of *Riding Spirits*. The *Gran Turismo* comparisons appear to be thoroughly justified. Look out for footage on our DVD in the coming months for further proof of its mileage. ☐ GW

//Spike's handy brake assist option allows beginners to gradually build up confidence//

**Spike's* Riding Spirits *is out this autumn.*



Four different camera angles are featured.



Races can be affected by weather and lighting.



The Riding Spirits mode has 200 bikes to buy.

ZED'S NOT DEAD

Zed Two return with original strategy game *Pillage*.

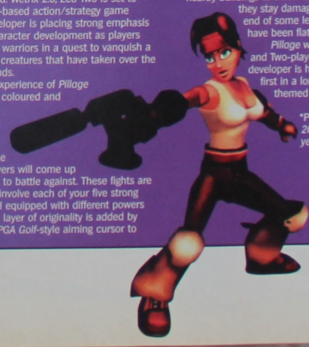
PREVIOUSLY KNOWN FOR its addictive puzzle game *Aqua Aqua: Wetrix 2.0*, Zed Two is set to return with turn-based action/strategy game *Pillage*. The developer is placing strong emphasis on story and character development as players guide a team of warriors in a quest to vanquish a hideous race of creatures that have taken over the heroes' homelands.

Hands-on experience of *Pillage* showed brightly coloured and solidly built environments, reminiscent of *Jak And Daxter*.

Exploring the game world players will come up against enemies to battle against. These fights are turn-based and involve each of your five strong team who are all equipped with different powers and weaponry. A layer of originality is added by players using a *PGA Golf*-style aiming cursor to direct their attacks. Furthermore, if a battle causes nearby buildings to be destroyed in the process they stay damaged. As a result, by the end of some levels, entire villages will have been flattened.

Pillage will include both One- and Two-player modes and the developer is hoping to make this the first in a long line of similarly themed RPGs. ☐ GW

**Pillage is out in winter 2002 with a publisher yet to be confirmed.*



This feisty young lass is one of your trusty warriors.

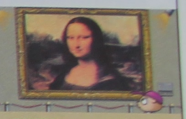


Environments are richly coloured and detailed.

SPY

UPDATE

We check the progress of forthcoming PS2 titles.



SWITCH

Publisher: Sega
Last seen: OPS2#015
Release: TBC

This madcap, switch-flicking puzzle game is virtually identical to the original Sega CD version. When our man in Japan played it, he fell in love with its bizarre humour.



GRAVITY GAMES BIKE: STREET.VERT.DIRT

Publisher: Midway
Last seen: OPS2#015
Release: Autumn 2002

Midway has revealed information about its extreme sports BMXer. The game will include eight licensed riders including Fuzzy Hall, ten courses and 1,500 different tricks.



TENCHU III

Publisher: Activision
Last seen: OPS2#009
Release: Late 2002

Activision has released new screens of Oriental stealth-action game *Tenchu III*. Now the game has eight different stealth moves, each viewable from two different angles.



RACE OF CHAMPIONS

Publisher: Activision
Last seen: OPS2#016
Release: Winter 2002

After witnessing ROC first-hand in Gran Canaria last year, further hands-on experience proves the unique racing atmosphere has made it into the Climax title.





Activision's internal UK studio is handling *Wreckless*'s port from Xbox to PS2.

"Well, you shouldn't have got in my way!"

THE MONSTER SMASH

Drive like you just don't care in Activision's *Wreckless: The Yakuza Missions*.

GAMERS YEARNING FOR *DRIVER 3* will be able to satiate their hunger when *Wreckless: The Yakuza Missions*, a high-speed mission-based driving game, comes to PS2 after already making a name for itself on Xbox. "The insanely reckless, pulse-pounding fun that made *Wreckless* a success will take mission-based driving to new heights on the PS2," says Larry Goldberg, Executive Vice President, Activision.

Taking place on the crowded city streets of Hong Kong, the objective is to wipeout the Yakuza gangsters via two different driving scenarios – the first as an elite squad member, the second as a secret agent attempting to uncover corrupt ties between the police and the Yakuza. The game will be free-roaming and interactive with fully destructive environments. Real-time car damage, instant replays and 20 life-threatening missions will also feature.

Vehicles, ranging from dune buggies to great big monster trucks, will crash realistically and all those involved will take on visual damage. Nothing new there, right? But if the car you've hit is then forced into the path of another unfortunate driver they too will spin off the road. Missions will send you down narrow back roads, across busy intersections and in one case towards a precarious perch on the edge of a skyscraper rooftop. Other challenges will include chasing after Yakuza transport cars and heading off mob vehicles attempting to escape crime scenes. There's also a Speed-influenced episode where you have to desperately clear a path for a hi-jacked bus containing a bomb.

Wreckless was originally planned as a PS2 game, so there should be no problem in converting the game from an Xbox format. Little is known as to whether Activision will include any PS2 exclusives – *Wreckless* previously lacked a Multiplayer mode. Hopefully rookie Japanese developer Bunkasha will take this into consideration and include one for the PS2 release. *OPS2* is looking forward to another monster hit. ☐ **GW**

* Wreckless: The Yakuza Missions *is scheduled for release this autumn through Activision.*

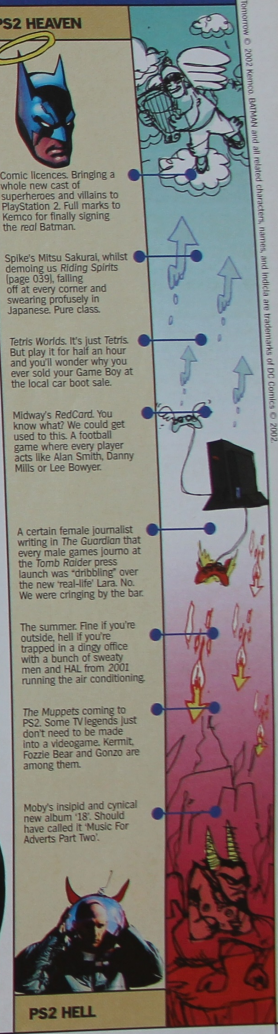


The perfect way to avoid traffic jams: a monster truck.

GOOD & EVIL

Our Heaven and Hell-styled 'ometer

PS2 HEAVEN



Comic licences. Bringing a whole new cast of superheroes and villains to PlayStation 2. Full marks to Kemco for finally signing the real Batman.

Spike's Mitsu Sakurai, whilst demoing us *Riding Spirits* (page 039), falling off at every corner and swearing profusely in Japanese. Pure class.

Tetris Worlds. It's just Tetris. But play it for half an hour and you'll wonder why you ever sold your Game Boy at the local car boot sale.

Midway's *RedCard*. You know what? We could get used to this. A football game where every player acts like Alan Smith, Danny Mills or Lee Bowyer.

A certain female journalist writing in *The Guardian* that every male games journo at the Tomb Raider press launch was "dribbling" over the new 'real-life' Lara. No. We were cringing by the bar.

The summer. Fine if you're outside, hell if you're trapped in a dingy office with a bunch of sweaty men and HAL from 2001 running the air conditioning.

The Muppets coming to PS2. Some TV legends just don't need to be made into a videogame. Kermit, Fozzie Bear and Gonzo are among them.

Moby's insipid and cynical new album '18'. Should have called it 'Music For Adverts Part Two'.

PS2 HELL

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ILLUSTRATION BY JAGO

BLUE LINES

TDK is to release *Robotech: Battlecry* for the PS2. The game is based on one of the most successful animated series in the United States ›› Irem's *Zettai Zetsumei Toshi*, the PS2's first earthquake-based adventure, will support the Trance Vibrator peripheral. Now the Earth will really move ›› Codemasters is working on *Shoot To Kill*, a first-person shooter that the developer claims will reinvent what is becoming a tired genre. ›› 2C The Official PlayStation Event has been cancelled. Refunds from the point of sale.

THE MAGNIFICENT SVEN

Sven Goran Eriksson talks to *OPS2* about his PS2 game *and* of leading England to victory.

AFTER HODDLE'S BIZARRE self-destruction and the 'just-enjoy-yourselves' approach of Kevin Keegan [a solid club manager who clammed up on the international stage] the normally flaccid FA did something shocking: they defied convention and went overseas to recruit The Three Lions' new leader. The position, highly scrutinised by an expectant nation and fickle press, was eventually filled by Sven Goran Eriksson – a cool, cultured Swede with a glittering CV of successful club management in Sweden, Portugal and Italy.

The *Daily Mail* wasn't keen ("We've sold our birthright down the fjord to a nation of seven million skiers and hammer-throwers who spend half their lives in darkness") but all the Little Englanders were soon forced to mutter approval, particularly last September, when England came from 1-0 down to

//"Getting to the final – that would constitute a good World Cup for me"//

flatten über-rivals Germany 5-1. Having calmly deflected the tabloids over Ulrika-gate, Eriksson now faces his hardest mission yet: to guide [a possibly Beckham-less] England through a humid World Cup campaign in Japan and South Korea. While you wait patiently for this real-life football journey to begin, you can step into Sven's managerial boots and see how far you can take the England squad in two new PS2 games: *Sven Goran Eriksson's World Challenge* and *Sven Goran Eriksson's World Manager* from 3DO. *OPS2* snatched a very quick chat with the man who make us all very happy this summer.

You've obviously played *World Cup Manager*. How close is it to the real-life highs and lows of football management?
I couldn't believe it when I first saw it. I sat in this office, dealing with the same problems I deal with in real life. It was very strange. The scouting system is very interesting. It lets you be everywhere at once, and I like the way that you can search for specific types of players – left-sided talent, players of a certain age, etcetera. That would save a lot of time in real life. But one thing you can never replicate in a game is the mental aspect – the ability to be calm and strong in difficult situations.

In the game, it's easy to switch tactics and formation. But you tend to stick to 4-4-2...
The 4-4-2 has many advantages. It allows you to play with more width and gives you an attacking edge as well as stability in midfield. Playing with wing-backs makes you more vulnerable to counter-attack. But one of the best things about 4-4-2 is that it's easy to learn and, as most players in Britain play this way at club level, it makes sense to stick with it for the national team.

You've managed in Italy, famous for its focus on defensive strength. In the game, you can pause to take stock and change tactics. But, in the dugout, how do you actually 'close a game down' at 1-0?
You close down a game, finish it, by scoring more goals! Closing down games is very difficult at international level – it's very risky. You're trying to do it against the highest quality players with the most experience. You have to rely on your instinct. If my goalkeeper is having to make save after save then yes, maybe I will bring an extra defender on. But if the pattern of the game is steady, I prefer to keep the same team and go for a winning goal rather than risk upsetting the balance of the game.

In your book [*Sven Goran Eriksson On Football*] you talk about sending your players out focused as opposed to 'fired up' in the typically English style. How did the England team adapt to that?
Focus is everything. Success depends on focus. Your team needs to know only two simple things: what to do and when to do it. Everyone needs to know what their job is. If your players can first understand and then, more importantly, accept what you are asking them to do, you will be successful.

What is the most difficult aspect of the step-up from club management to international management?
Keeping the fitness of the players. The players will come to me tired – very tired. If we train too much it will kill them. So we have to lay off and just try to keep their fitness levels topped up. But it's very hard. Players naturally peak for the end of the season in May and trying to extend their form through the summer will be difficult.

If you could take one international player and make him English who would it be?
Alessandro Nesta [Lazio and Italy defender]. He is a very, very high quality player – a leader on the pitch and an example off it.

How would you define a 'good' World Cup for England this year?
For a start, we have got a difficult group to get out of, and then, if Argentina win the group and we are second, we have to play France. It is possible to play good football against France and still lose 2-1, 3-1 in the last minute of extra time. But getting to the final – that would constitute a 'good' World Cup for me. ☐ **AL**

**Sven Goran Eriksson's World Challenge and Sven Goran Eriksson's World Manager will be reviewed next issue.*



Sven Goran Eriksson: the Swede who could realise the English World Cup dream.



Sven! Haven't you got more important things to be doing?





A futuristic stadium. Well, they all are in Japan and Korea.

"Mix Starship Troopers, Blade Runner and Xena: Warrior Princess" The Sunday Times





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"UNLEASHING THE DUBIOUS MIGHT OF, AMONG OTHERS, DUMBO AND BAMBI"

KINGDOM HEARTS, PG 046 ••→

MARVEL-LOUS NEWS

The Punisher, Nick Fury, Captain America – coming to PS2 via THQ.

MARVEL ENTERPRISES' COMIC STARS The Punisher, Nick Fury and Captain America are all set to make appearances in PS2 games. THQ has acquired the rights to produce videogames based on the famous characters and also announced an exciting new collaborative project titled *The Call*, which will combine Marvel's talents for developing stories with THQ's heritage of creating character-based games.

The Call is a comic series that will tell the story of real-life heroes in New York City – firemen, policemen and the ambulance service – working in the aftermath of a disaster. These human heroes are given special abilities and subsequently join together to fight terrorism around the world. Alongside these human heroes will be superheroes, such as Spider-Man and the X-Men, who will make cameos in both the comic series and the videogames. *The Call* will make its comic debut in 2003 with the PS2 version following the year after.

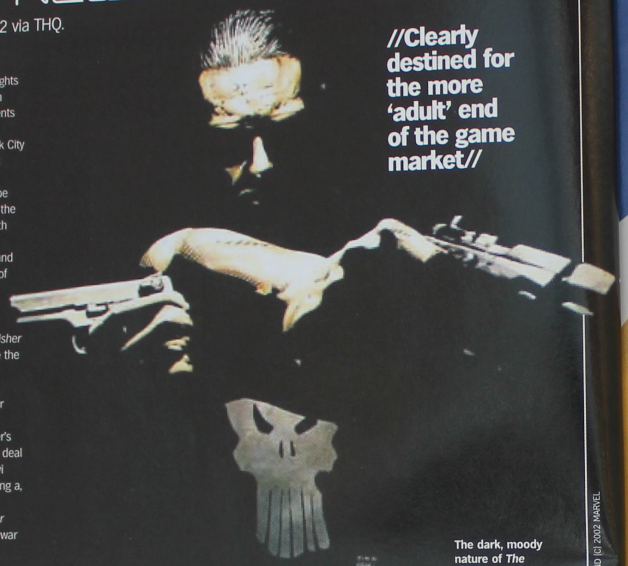
Marvel fans will also have the opportunity to play as The Punisher, Nick Fury and Captain America in PS2 games that are clearly destined for the more 'adult' end of the game market in comparison to other THQ licences. "We've established ourselves with the younger gamers through Nickelodeon-licensed games. This deal will allow us to attract older gamers," explains Geramine Gloia, VP of marketing for THQ. The popularity of these characters is unquestionable. *The Punisher* has been outselling *Batman* since its relaunch in 2000 while Nick Fury was made the certified cool comic of 2001 by *Rolling Stone* magazine.

THQ's deal blurs the boundaries of film, videogame and comic content – especially in joint project *The Call* – in a way that has, until now, been reserved for the Japanese market. Not only is Marvel looking to expand its comics into videogames, it is also penning deals for movies of all four characters. The Punisher's movie could be complete for the release of the game in 2003, a Captain America deal has already been signed and negotiations are underway for a Nick Fury picture. Avi Avrad, Producer of the The Punisher's movie describes the relationships as providing a, "Continuous cycle of entertainment."

The first videogame that THQ will release under the agreement is *The Punisher* (working title only) in 2003, starring the eponymous ex-Marine waging a one-man war on crime after his family are murdered in a Mafia shoot out. ☐ **GW**

**Look out for more Marvel/THQ news in the near future.*

//Clearly destined for the more 'adult' end of the game market//



The dark, moody nature of *The Punisher* makes ideal game material.

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PlayStation 2 OFFICIAL MAGAZINE-UK

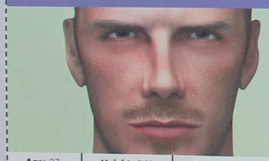
POCKET HEROES

COLLECT THE ENTIRE SERIES!
SWAP WITH YOUR MATES!
CUT OUT AND KEEP!
SEND NO CASH!
JOY FOR LIFE!

PlayStation 2 OFFICIAL MAGAZINE-UK — #67 of 100

DAVID BECKHAM

David Beckham Soccer



Age: 27 | **Height:** 6'0" | **Blood Type:** Red

Distinguishing Features: A male model with a right foot blessed by the gods of most major religions.

Looks	England's most expensive haircut. But the chinstrap beard must go.	69
Attack	Thirty yards out. Right foot. Top corner. Deadly.	92
Defence	Getting Keane and Neville to follow the referee and moan like children.	30
Specials	Overwhelming love for HRH Queen Victoria Beckham.	57

From hero to zero at the time of the England vs Argentina quarter final during the '98 World Cup, he has since made a phoenix-like resurgence as saviour of the England side.

PlayStation 2 OFFICIAL MAGAZINE-UK — #32 of 100

SVEN GORAN ERIKSSON

Sven Goran Eriksson Manager



Age: 54 | **Height:** 5'10" | **Blood Type:** Remoulade

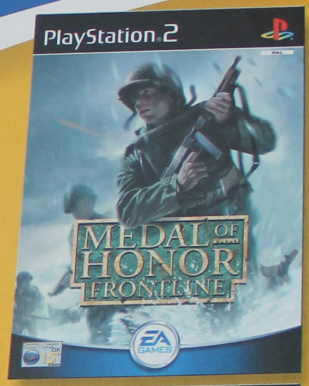
Distinguishing Features: Nice suit, nice glasses. A class act all the way.

Looks	A chief designer for Volvo come radioactive geography teacher.	45
Attack	Owen and Heskey. Or Owen and Fowler. Either way, he's not letting on.	89
Defence	Sol and Rio. Or Rio and Southgate. Either way, he's not letting on.	77
Specials	The ability to make Kevin Keegan look truly shit.	84

Everyone's favourite adopted Englishman is protected by a forcefield of public approval. How does he do it? Something to do with not being rubbish like English managers, perhaps?

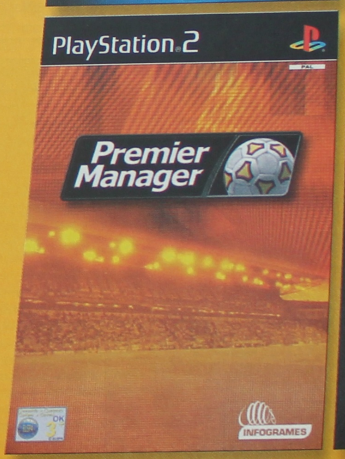
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Sora casts a summon in full halloween garb.

"DRESSED IN THE REPORTER'S GEAR AND PINK WIG, SHE PREPARED FOR A LIVELY NUMBER"

SPY IN JAPAN, PG 049

KINGDOM COMES

Square's *Kingdom Hearts* confirmed for UK release – we go hands-on to reveal magical first impressions.

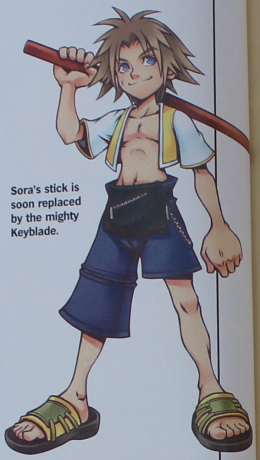
AS *OPS2* GOES TO press, Square's epic Disney collaboration *Kingdom Hearts* tops the Japanese charts, having sold a staggering 600,000 copies in under four weeks. By contrast, Namco's long anticipated *Tekken 4* shifted only 244,000 units over the same period, settling at number four in the charts behind *Armoured Core 3* and *Super Robot Taisen IMPACT*. After a 20-hour playtest, we can reveal first details of Square's potential UK Christmas Number One.

You play saucer-eyed Sora, who joins forces with Donald Duck and Goofy to battle the Disney universe's most despicable characters. Notable villains include the Evil Queen from *Snow White*, Jafar from *Aladdin* and Captain Hook from *Peter Pan*. The action sprawls from the tranquillity of Destiny Island, where Sora is separated from his childhood chums, to the haunted realm of Halloween Town – lifted from *Nightmare Before Christmas*. *Kingdom Hearts* packs in cameos from legends including Winnie The Pooh, Jiminy Cricket and *FFVII*'s Cid.

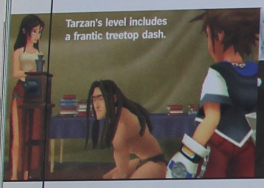
A real-time combat system lends the game an action adventure feel similar to *Jak And Daxter*. Sora has a variety of Keyblade attacks at his disposal, including leaping thrusts and deadly charges, which can be expanded by collecting gems littered through the universe. Exploration is supplemented by sub-games like Tarzan's rope-swinging section. As in *FF*, Sora can call upon pyrotechnically dazzling magic, unleashing the dubious might of, among others, Dumbo and Bambi.

OPS2 was dazzled by an epic scenery-shifting battle against Jafar, ably supported by Aladdin and the all-powerful Genie, showcasing some of PS2's finest graphics to date. Even in Japanese, the characterisation is superb – Square's production values harmonising perfectly with Disney's trademark charm. Highlights are too frequent to list, but prepare for a sprawling, refreshingly action-based adventure, spanning over 30 hours of gameplay. *OPS2* will be watching the hands of its Mickey Mouse clock with fervent anticipation. ☐ **DD**

**Kingdom Hearts is tentatively scheduled for a Winter 2002 release.*



Sora's stick is soon replaced by the mighty Keyblade.



Tarzan's level includes a frantic treetop dash.





FLYING DOCTORS

Bizarre games *Dr Muto* and *Freaky Flyers* in production from Midway.

ASIDE FROM THE hard-tackling *RedCard*, Midway has been quiet on the PS2 release front lately. Now the arcade publisher/developer has announced two original games that are all but guaranteed to inject a little humour into your PS2 game collection. The first is *Freaky Flyers*, described as *It's A Mad Mad Mad Mad World* with planes, and hot on its vapour trail is *Dr Muto*, a third-person action adventure. Here's a sneak preview of what to expect.

Freaky Flyers

Introducing a series of 14 madcap characters, *Freaky Flyers* becomes PS2's first adventure game to involve flying. You can choose to play as Johnny Turbine, Tracy Torpedoes or Marcel Moreso amongst others in three different game directions: Stunt Flying, in which you are required to perform increasingly more death-defying stunts; a story-based option; and a competitive Dogfighting mode. *Freaky Flyers* will take place on over ten different flightpaths and up to four players can take part in various multiplayer games.

**Freaky Flyers is scheduled for release in winter 2002. For more information on this title read Spy next issue.*

Dr Muto

With cartoon-style visuals, *Dr Muto* puts players in charge of a mad professor who has managed to destroy his home planet while performing a particularly unsuccessful experiment. To rebuild his planet, he must use his fiendish gadgets to steal any organic matter from the neighbouring planets. He'll battle against anything that stands in his path with an arsenal of lethal gadgets and the ability to morph into any form of living organism. *Dr Muto* is a 3D free-roaming adventure and takes place in a series of worlds like Aquem – the submerged undersea world – and Mazon, an overgrown jungle.

**Dr Muto is scheduled for release in 2003. We'll have more on this title next month.*



First screens of *Freaky Flyers* suggest a heavily stylised look.





He's the mad professor. No sign of Massive Attack, though.



30 DAYS IN TOKYO

Our man in Japan gets taken for a ride.

DAY 1 (MARCH 23)

Warm weather is back and it's a perfect day for bike riding. Cherry blossoms in full bloom line the riverside path on our way to Heirinji shrine. It's been a while since my last visit and I pray for good fortune. Hope someone's listening.

DAY 6

My character food collection is getting out of hand, yet I can't stop. The latest thing? *Kingdom Hearts*-branded instant chicken noodles and orange drink. Burnt Bread Man buns bought at the start of last year are now practically rock solid.

DAY 8

Check out GameJam 2. Games aside, the futuristic, arc-like Tokyo International Forum is a spectacle in itself. Childhood hero Hiroshi Fujioka (star of the original *Kamen Rider* series and Dreamcast commercials) takes to the stage at the end of the day. What a legend!

DAY 15

Head off to the Tokyo Motorcycle Show. Turning heads at Ducati's stand is a gleaming mechanical beast, made entirely from Ducati parts. Drool at a matt silver Vespa prototype from 1946 and Honda's new motor scooter, called Bite. Try the behemoth Ryujin for a laugh. My life expectancy on one of these will surely drop to a nanosecond or two…

DAY 16

Bargain-hunting at the Sendagaya flea market. Its mostly crap, but at least no-one's hawking *used* adult toys, like at the Yoyogi market! A friend points out a *Space Channel 5* mobile strap and I spot a Burnt Bread Man stuffed toy, good as new. I snap up both for ¥600. Mission accomplished.

DAY 20

The things you see while looking for the loo at Shinjuku station: an almost one-to-one scale *Armoured Core* robot head, banners and plasma monitors show off new mecha and footage from the series, while campaign girls hand out leaflets.

SPY in japan

Edited by **Amos Wong**



"Sonic is dumb, where's Ulala?"

SEGA'S SPRING COLLECTION

Gamers sample the latest from the house of Sonic at GameJam 2.

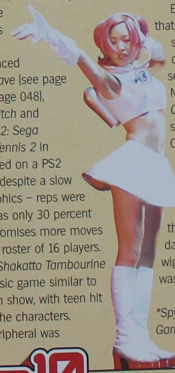
SEGA SHOWCASED 15 forthcoming PS2 titles last month at GameJam 2, and the developer's popularity was evident by the huge queues of devoted fans who turned up.

New PS2 games announced included the exciting *Gungrave* (see page 035), *Aero Dancing 4* (see page 048), *Ferarri F-355 Challenge*, *Switch* and *Roommania*. *Power Smash 2: Sega Professional Tennis* (*Virtua Tennis 2* in everything but name) featured on a PS2 pod and looked promising, despite a slow frame rate and low-res graphics – reps were quick to point out that it was only 30 percent complete. The final build promises more moves than its predecessor and a roster of 16 players.

Meanwhile, on PSone, *Shakatto Tambourine* – an addictive, popular music game similar to *Samba De Amigo* – was on show, with teen hit band Mini Moni replacing the characters. Naturally, a tambourine peripheral was included. Also on show were a series of Sega classics such as *After Burner* and *Space Harrier*.

Equally as popular were the stage shows that took place. Voice actresses from Dreamcast series *Sakura Wars* entertained fans by chatting about love and marriage – the series is heading to PS2 soon. Tetsuya Mizuguchi and key members of the *Space Channel 5* team held a talk show and screened Ulala's development footage. Originally planned as a male character, the initial design for the svelte female reporter had her in a feature-masking bubble helmet. Ulala's voice actress made the occasional quip from backstage during the event, but with her identity a secret, a dancer dressed in the reporter's gear and pink wig appeared for a lively number instead. There was no sign of Space Michael, though. ☐ **AW**

**Spy will bring updates of the games seen at GameJam when they are confirmed for the UK.*

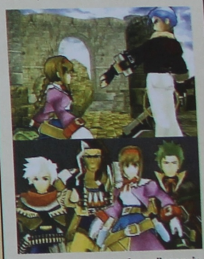


Ooh-la-la! It's *Space Channel 5*'s Ulala.

MAGNIFICENT FOUR

WILD ARMS ADVANCED 3RD

In SCEI's new RPG you begin on the planet Fargaia, where nature is withering away giving rise to a barren wasteland populated by monsters and bandits. On a train speeding through the night, four gunslingers meet and embark on an adventure. Led by excitement-craving lass Virginia, the wild bunch are after a magical flower and a bird with a bounty on its head. A heavily Wild West-inspired world and cel-shaded characters gives a different slant to the otherwise orthodox RPG. The gang even rides across the desert plains on horseback – yee hah!



The meanest bunch of gunslingers in the West, via the Far East.

I SPY...

SURVEILLANCE

In 2053, the Shadow Sword organisation formed to protect the Space Plane Earth To Mars project from terrorists. At the helm of a surveillance system consisting of six cameras with audio sensors, players must gather and analyse personnel, object and weapons data extracted from the on-screen action, in order to strategically command fellow group members. Progressing through the interactive anime drama is a matter of flicking between the monitors, locking a cursor onto the correct object and hitting a button. Slick animation by renowned studio Production IG (*Blood: The Last Vampire*) livens things up nicely.



Surveillance: all the excitement of being a CCTV operative.

japanese top10



Kingdom Hearts the Japanese charts (see page 46 for more).

1. **KINGDOM HEARTS** (Square)
2. **ARMOURED CORE 3** (From Software)
3. **SUPER ROBOT WARS IMPACT** (Banpresto)
4. **TEKKEN 4** (Namco)
5. **NOBUNAGA'S AMBITION RANSEIKI** (KOEI)
6. **SEGA TSUKU 2002 J.LEAGUE PRO SOCCER CLUB O TSUKUROU!** (SEGA)
7. **ONIMUSHA 2** (Capcom)
8. **THE BASEBALL 2002: BATTLE BALL PARK SENGEN** (Konami)
9. **RAKUGAKI OUKOKU** (Taito)
10. **REAL BATTLE PACHISLOT** (Sammy)

Chart source: Dengeki 8-14 April

HOLE IN ONE!

HAWAII DE GOLF

Konami's swinging arcader substitutes golf fairways with the bustling, traffic-ridden city streets of Hawaii. The 'greens' aren't green at all, but car parks with manholes serving as targets. Horrid plaid threads are out; fittingly, your character wears a bikini. Should the urban setting prove too claustrophobic, another stage is set in a lake scattered with mini islands. Exotic enough for you?



It's a swingers only club.

SPY

AKIRA'S FLIPSIDE

Anime classic *Akira* brought to life on PS2 – in a pinball game?

WHEN KATSUHIRO OTOMOTO'S *Akira* anime was released in Japan in 1988 it became the most expensive animated feature ever made in the country, costing over ¥1 billion (£5.3 million) to produce. The two-hour-long film, famous for its gangs of motorcycle-riding cyberpunks, was adapted from Otomoto-san's successful bi-weekly manga. Surprisingly, considering the close link between anime, manga and videogames in Japan, only one title has ever been produced for the home market – and that's ICE's *Akira*, which came out way back in 1995 for the Commodore Amiga.

Strange, then, that the first licensed *Akira* game to arrive on a home console is actually based on a pinball machine, itself based on Otomoto-san's epic anime. Already released in Japan, *Akira: Psycho Ball*, developed by Kaze, would have most likely faded into obscurity if Infogrames hadn't picked up the European publishing rights. Planned for release in June, hands-on experience of the game suggests a rather limited affair, offering the player just four different tables based on locations seen in the film: Neo Tokyo, Laboratory, A-Room and Olympic Stadium.

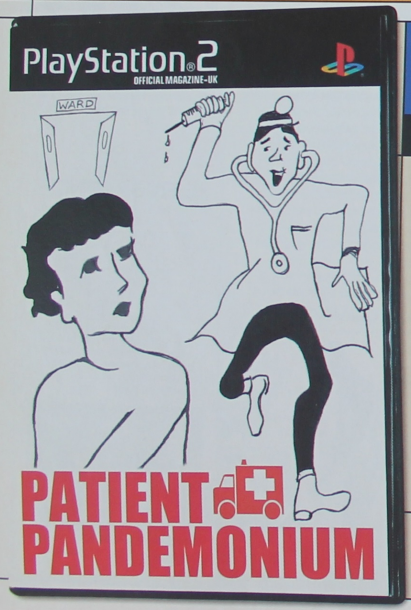
As players complete objectives, the tables split to reveal new sections below or, in some cases, additional areas attached to the rear of the playing arenas. Neon light, futuristic sound effects and brief clips from *Akira* are an attempt to inject some of the film's post-apocalyptic atmosphere into what is, in fact, quite a basic digital pinball game. A two-player Battle mode is the only real added extra in which you play alongside an opponent, the winner being the player who loses the least balls during a set time period.

While *Akira* fans will appreciate the novelty value of *Akira: Psycho Ball*, it's difficult to see how it will find a market outside of the European manga and anime otaku. All credit to Infogrames, though, for giving UK PS2 owners the opportunity to sample a prime slice of Japanese oddball creativity. ☐ **GW**

**Akira: Psycho Ball is out in Japan now through Bandai. The UK release is through Infogrames in June.*



Pinball anime – flipping good fun or a load of balls?



DESIGNER GENES

Games designed by you. This month: Mad doctors, unlockable *Casualty* characters and crazy salespeople.

#21 | GAME NAME **PATIENT PANDEMONIUM** | DESIGNER **CAMERON ORR** | THE EXPERT'S OPINION **CHARLES CECIL**

"BASED IN A HOSPITAL, this is a crazy comedy game in which staff are told to take a patient to places such as the Operating Room or the X-Ray Area. Then, the race is on to get them there in a set time limit or, in some cases, before they die.

"A patient could be on a trolley bed for One-player mode, and two players can also race around using wheelchairs. You have to rush around the hospital, whirl around corners and fly up stairs, avoiding danger such as slippery floors covered in sick or blood, nurses who don't get out of the way in time or crazy salespeople trying to sell you things.

"Along the way, you can gain more time by collecting items such as organs (hearts, kidneys, brains). You will lose time if your opponent throws a hypodermic needle at you (which he can pick up en route) and you will be stunned for a period of time, depending on the contents of the needle.

"On completion of each level, you can unlock more characters (possibly from *ER* and *Casualty*). These will all have a different rank – Expert being the highest – which help you to take short cuts and find other secrets to improve your speed.

"Sounds could include screaming, sirens, heartbeats and voices shouting things like 'two units of blood' or 'I think he's a goner'.

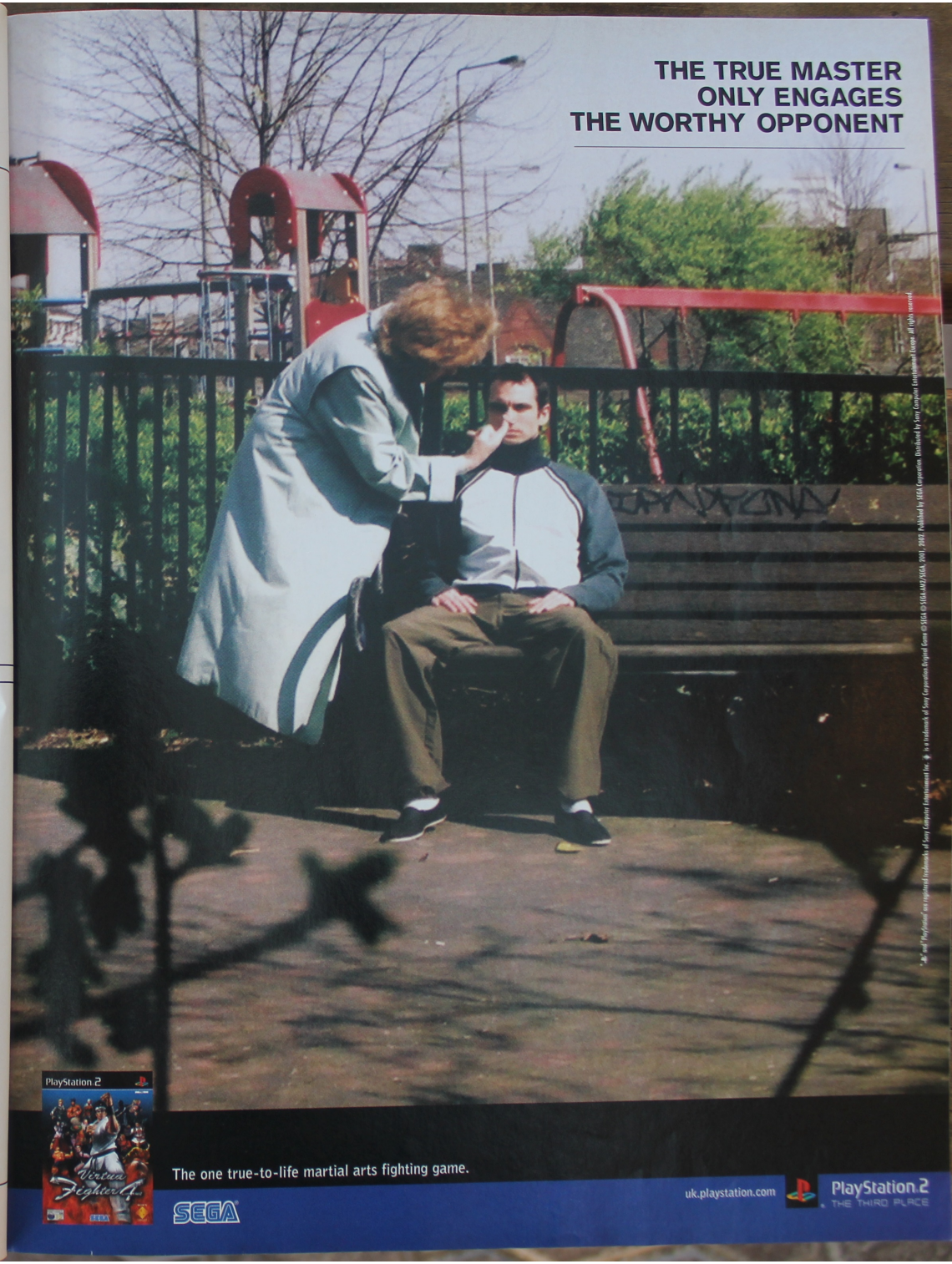
"Bonus rounds might include chasing a mad doctor around the hospital who has stolen organs for his weird experiments, or collecting different items to enable various operations to be completed."



This is in such dubious taste that it would be guaranteed to receive huge mass media coverage. The gameplay could have potential. Certainly the racing genre could do with something new. However, rather than a straightforward race, perhaps you could put a spin on the game with a loose narrative and 'missions'. In the same way that *GTA3* is as immoral as the player chooses to be, this game could allow you to choose to push your trolley safely or like a lunatic. You could then add a story that develops and, in turn, offer new missions. Interesting ideas, except for the bonus round which strays into the realms of *really* bad taste!

**Charles Cecil is MD of PS2 developer Revolution.*

WRITE TO **Designer Genes, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** Or email us at **PS2@futurenet.co.uk**. Send us a description of your game idea and try to accompany it with a few sketches or drawings to bring your words to life. Unfortunately we are unable to return any artwork.



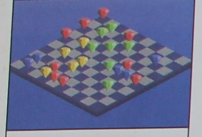
SPY



BACK TO BASIC

OPS2 shows you how to get the most out of Yabasic programming with expert Marc Gale.

#13 THIS MONTH: **GEMOCIDE: PART 2**



WELCOME TO THE wondrous world of Yabasic, the section of *OPS2* that shows what you can do with the program that comes free on the demo disc of any newly purchased PS2.

Here is part two of Yabasic expert Marc Gale's complete game *Gemocide*. We printed the first section last month and will build up the game for you over the coming months. Simply insert the code at the relevant points on last issue's instalment.

"This part of the code draws random coloured gems on the board," says Marc. "There are four different colours of gems: yellow, green, red and blue. If they don't all appear first time round, just run the program again."

```
Place this at insertion point 1

rem ######
label drawgem
setrgb 1,r1,g1,b1
fill triangle x1+30,y1 to x1+22,y1-20 to
x1+38,y1-20
setrgb 1,r2,g2,b2
fill triangle x1+30,y1 to x1+10,y1-25 to
x1+22,y1-20
setrgb 1,r3,g3,b3
fill triangle x1+30,y1 to x1+50,y1-25 to
x1+38,y1-20
setrgb 1,r4,g4,b4
fill triangle x1+10,y1-25 to x1+15,y1-33
to x1+25,y1-28
fill triangle x1+10,y1-25 to x1+25,y1-28
to x1+22,y1-20
setrgb 1,r5,g5,b5
fill triangle x1+38,y1-20 to x1+35,y1-28
to x1+45,y1-33
fill triangle x1+38,y1-20 to x1+45,y1-33
to x1+50,y1-25
setrgb 1,r6,g6,b6
fill triangle x1+22,y1-20 to x1+25,y1-28
to x1+35,y1-28
fill triangle x1+22,y1-20 to x1+35,y1-28
to x1+38,y1-20
setrgb 1,r7,g7,b7
fill triangle x1+15,y1-33 to x1+25,y1-28
to x1+25,y1-36
fill triangle x1+25,y1-28 to x1+25,y1-36
to x1+35,y1-36
fill triangle x1+25,y1-28 to x1+35,y1-36
to x1+35,y1-28
fill triangle x1+35,y1-28 to x1+35,y1-36
to x1+45,y1-33
return

rem Insertion point 5

rem ######
label drawpiece
if piece=1 then
r1=200:g1=200:b1=0
r2=100:g2=100:b2=0
r3=255:g3=255:b3=100
r4=100:g4=100:b4=50
r5=255:g5=255:b5=150
r6=200:g6=200:b6=50
r7=200:g7=200:b7=100
gosub drawgem
return
fi

if piece=2 then
r1=0:g1=180:b1=0
r2=0:g2=100:b2=0
r3=100:g3=255:b3=100
r4=50:g4=100:b4=50
r5=150:g5=255:b5=150
r6=50:g6=200:b6=50
r7=100:g7=200:b7=100
gosub drawgem
return
fi

if piece=3 then
r1=200:g1=0:b1=0
r2=100:g2=0:b2=0
r3=255:g3=100:b3=100
r4=100:g4=50:b4=50
r5=255:g5=150:b5=150
r6=200:g6=50:b6=50
r7=200:g7=100:b7=100
gosub drawgem
return
fi

if piece=4 then
r1=0:g1=0:b1=200
r2=0:g2=0:b2=100
r3=100:g3=100:b3=255
r4=50:g4=50:b4=100
r5=150:g5=150:b5=255
r6=50:g6=50:b6=200
r7=100:g7=100:b7=200
gosub drawgem
return
fi

rem Insertion point 6
return

place this at insertion point 2

piece=board[x,y]
if piece=0 then
gosub drawpiece
fi

place this at insertion point 3

dim board[10,10]
gosub testboard

place this at insertion point 4

rem ######
label testboard
for x=1 to 10
for y=1 to 10
type=intiran(4)+1
if type=1 then
board[x,y]=intiran(4)+1
fi
if type=2 then
board[x,y]=100
fi
if type=3 then
board[x,y]=intiran(4)+1)+100
fi
next y
next x
return
```

*Next Month: Part 3 of *Gemocide*.



LOCKED ON TARGET!

Sega's *Aero Dancing* flight simulation series heads to PS2.

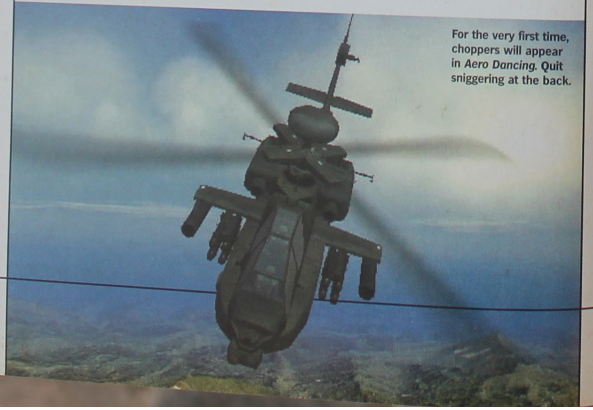
Bogeys at three o'clock! No! Not *that* sort of bogey!

SEGA WILL RELEASE a PS2 episode of its Dreamcast flight sim *Aero Dancing*. It was displayed at Sega's GameJam 2 event in Tokyo last month and Spy was there to play it using the Logicool Flightforce stick peripheral. Titled *Aero Dancing 4: New Generation*, the new game featured helicopters for the first time amongst its attack craft roster.

Entering the Curriculum training mode, an AH-1 Cobra was guided along a runway while shooting at stationary targets; a debriefing replay with voiceover followed. Eight planes, including the F-14 and F-15, were selectable for a dogfight over an impressively detailed cityscape. "It's more of a simulation-style game," says Producer Shinya Izumi, when asked how it compares with Namco's *Ace Combat* series. Indeed. With the rather daunting fight stick, craft handling was definitely more complicated – especially in the case of the helicopter. But with 40 training steps encompassing take-off, circular flight and combat manoeuvres, Izumi-san remarked that players can gradually level-up their skills to handle the crafts without a hitch. Mastered flight techniques can be put to the test in the Aero Meet 2002 (a mode consisting of match-based contests).

Combat-wise, 30 missions are promised in the Scramble mode, where reconnaissance objectives, such as taking photos, will come into play alongside the de rigueur dogfights. A total of 60 planes and five helicopters are slated to appear in the finished version. An English release is likely – stay tuned for updates. □ **AW**

**Aero Dancing 4 is due for Japanese release in the summer. The game will be HDD compatible and another flight stick controller is to come from peripheral maker Hori.*



For the very first time, choppers will appear in *Aero Dancing*. Quit sniggering at the back.





The game they're all calling *Kuri Kuri Mix* with guns.

"RACE ACROSS ICE FLOES WHILE PURSUED BY A SEA SERPENT, AND RIDE AN AVALANCHE"

DRAGONKIND, PG 054

TWIN CALIBER

TWICE AS NICE

With double the balls of your average shooter, it's Rage's *Twin Caliber*.

You might think that devising an on-rails shooter in a time where gamers are calling for free-roaming environments is a suicidal move. But Rage's forthcoming *Twin Caliber* breathes new life into a genre that many people thought was in an advanced state of decomposition.

It's not your typical first-person shooter and there are no lightguns involved. Instead, *Twin Caliber* takes a third-person action adventure perspective. Playing in Single or Co-operative mode, you control the gun arms of Sheriff Fortman or his prisoner, Valdez. As the game begins, their town has been overrun with *Resident Evil* outcasts; zombies, demons and gangs of mind-altered cultists. 12 action-stuffed levels lie between you and safety.

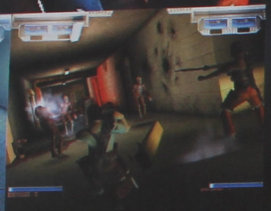
Twin Caliber's unique hook is that it allows you to control two weapons at once. While the game takes care of the character movement, the direction of Fortman and Valdez's guns can be controlled independently using the joypad's left and right analogue sticks. So you can turn both guns on an opponent for maximum damage, or fire in two directions at once – front *and* behind, left *and* right. It allows for authentic stylish gunplay, with nine different weapon types including pistols, shotguns, miniguns and lobbable sticks of dynamite. While difficult to grasp at first, the twin gun controls work surprisingly well. What we've played of the Two-player mode (which features both characters on the same screen) is addictive, raw and satisfying.

Innovative, with sharp 3D graphics plus a range of different environments and bosses, *Twin Caliber* adds a neat twist to the on-rails shooter. Sit up and take notice. ☐ **DE**

** Twin Caliber is due for release towards the end of the year from Rage.*



Experience gun slinging like you've never seen before in *Twin Caliber*.



Sheriff Fortman and Valdez lay another wave of the undead to rest.



Resist the temptation to call this a John Woo-style game...

HMV PS2 CHARTS



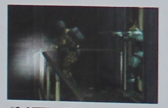
Nine months on and GT3 returns to pole position.

TITLE	DEVELOPER	PUBLISHER
1. GRAN TURISMO 3: A-SPEC (PLATINUM)	Polyphony Digital	SCEE
2. GRAND THEFT AUTO 3	DMA Design	Rockstar
3. METAL GEAR SOLID 2	KCE Jpn	Konami
4. TEKKEN TAG TOURNAMENT (PLATINUM)	Namco	SCEE
5. KNOCKOUT KINGS 2002	EA Redwood Shores	EA Sports
6. PRO EVOLUTION SOCCER	KCE Tyo	Konami
7. STATE OF EMERGENCY	VIS	Rockstar
8. DEAD OR ALIVE 2 (PLATINUM)	Tecmo	SCEE
9. MAX PAYNE	Remedy	Rockstar
10. STAR WARS: JEDI STARFIGHTER	LucasArts	Activision

**Source: HMV w/e 26 April*



#2: GRAND THEFT AUTO 3
GTA3 climbs back up the chart, nullifying our prediction that it had ended its crime spree. It's been in the top three for nearly 30 weeks now and shows no sign of giving itself up. The only thing we can see knocking it off would be *GTA4*.



#3: METAL GEAR SOLID 2
The surprise is that Kojima's masterpiece has slipped to third place. Possibly because it shot its load (234,000 copies) in the first month on sale. Watch out for *LMA Manager 2002* and *FIFA World Cup* to figure strongly next month.

#1: GRAN TURISMO 3
As a platinum game, *Gran Turismo* is equally as popular as it was when first released. After all, who can argue with £19.99 for one of the best games ever produced for PlayStation 2. It's still unsurpassed and still flying.

topdogforgames
www.hmv.co.uk



GUEST CHARTS

PlayStation 2 Top Tens from around the world

TOP 10 IRISH PS2 GAMES

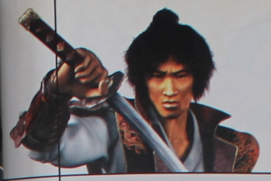
1.	GRAND THEFT AUTO 3	Rockstar
2.	LMA MANAGER 2002	Codemasters
3.	METAL GEAR SOLID 2	Konami
4.	GRAN TURISMO 3: A-SPEC (PLATINUM)	SCEE
5.	TEKKEN TAG TOURNAMENT (PLATINUM)	SCEE
6.	PRO EVOLUTION SOCCER	Konami
7.	MAX PAYNE	Rockstar
8.	STATE OF EMERGENCY	Rockstar
9.	KNOCKOUT KINGS 2002	EA Sports
10.	TIME CRISIS 2	SCEE

**Source: Chart Track w/e 26 April*

TOP 10 FRENCH PS2 GAMES

1.	GRAND THEFT AUTO 3	Rockstar
2.	METAL GEAR SOLID 2	Konami
3.	PRO EVOLUTION SOCCER	Konami
4.	DYNASTY WARRIORS 3	THQ
5.	KNOCKOUT KINGS 2002	EA Sports
6.	BLOOD OMEN 2	Eidos
7.	ICO	SCEE
8.	STATE OF EMERGENCY	Rockstar
9.	WTA TOUR TENNIS	Konami
10.	ACE COMBAT 4	SCEE

**Source: www.micromania.fr w/e 26 April*



Onimusha 2: Bridging the gap between between 1540 and September 2002.

SPY

incoming

The most accurate release schedule in the biz.

June	Genre	Publisher
Akira Psychoball	Pinball sim	Infogrames
Barbarian	Beat-'em-up	Virgin Interactive
Britney's Dance Beat	Rhythm action	THQ
Commandos 2: Men Of Courage	Strategy	Eidos
F1 2002	Racing sim	EA
Fireblade	Combat sim	Midway
Freekstyle	Extreme sports	EA Sports Big
Frequency	Rhythm action	SCEE
Jimmy White's Cueball World	Arcade snooker	Virgin Interactive
Le Tour De France	Cycling sim	Konami
Master Rallye	Rally sim	Microids
Medal Of Honor: Frontline	FPS	EA
NASCAR Heat 2002	Racing sim	Infogrames
Premier Manager 2002	Management sim	Infogrames
Prisoner Of War	Strategy	Codemasters
Smash Court Tennis Pro Tournament	Sports sim	SCEE
Spider-Man	Action	Activision
Star Trek Voyager: Elite Force	FPS	Codemasters
Sven Goran Eriksson's World Cup Challenge	Sports sim	3DO
Sven Goran Eriksson's World Cup Manager	Sports sim	3DO
TOCA Race Driver	Racing sim	Codemasters
V-Rally 3	Rally sim	Infogrames

July	Genre	Publisher
Conflict: Desert Storm	Combat sim	SCI
Endgame	Lightgun shooter	Empire
Formula One 2002	Racing sim	SCEE
GT Concept 2002: Tokyo-Geneva	Racing sim	SCEE
Lilo & Stitch	Platformer	SCEE
Space Channel 5 v2	Rhythm action	SCEE
Tiny Toons Adventure	Platform	Swing

August	Genre	Publisher
Gravity Games	Extreme sports	Midway
Gumball 3000	Arcade racer	SCI
Mat Hoffmans Pro BMX 2	Extreme sports	Activision
Minority Report	Action	Activision

September	Genre	Publisher
Ape Escape 2	Platformer	SCEE
Colin McRae Rally 3	Rally sim	Codemasters
Everblue	Adventure	Capcom
F355 Challenge	Racing	SCEE
IronStorm	FPS	Wanadoo
Kelly Slater's Pro Surfer	Extreme sports	Activision
Onimusha 2	Adventure	Capcom
Project ZERO	Adventure	Wanadoo
Reign Of Fire	Action	Bam! Entertainment
Stuntman	Driving	Infogrames
Summoner 2	RPG	THQ
Taz Wanted	Platformer	Infogrames
Tekken 4	Beat-'em-up	SCEE
The Thing	Adventure	Universal Interactive
This Is Football 2003	Football sim	SCEE
Transworld Surf	Extreme sports	Infogrames
Turok Evolution	FPS	Acclaim

TBC	Genre	Publisher
Aliens: Colonial Marines	FPS	EA
Alpine Racer 3	Arcade racer	SCEE
Auto Modellista	Arcade racer	Capcom
Batman: Dark Tomorrow	Action	Kemco
Big Mutha Truckers	Driving	Empire
Blade 2	Action	Activision
Broken Sword: The Sleeping Dragon	Adventure	TBC
Bruce Lee: Quest Of The Dragon	Beat-'em-up	Universal Interactive
Club Football	Football sim	Codemasters
Dead To Rights	Action	SCEE
Dekavoice	Adventure	SCEE
Dino Crisis Survivor 3	Lightgun game	Capcom
Dinoz	Platformer	PPG
Dr Muto	Adventure	Midway
Dragonkind	Adventure	TBC
Duke Nukem Forever	Adventure	Rockstar
Ecks Vs Sever	FPS	Bam! Entertainment
EverQuest Online Adventures	RPG	TBC
Falcone: Into The Maelstrom	FPS	Virgin Interactive
Freaky Flyers	Flight action	Midway
Futurama	Adventure	SCI
Gungrave	Action	Sega
Hidden And Dangerous 2	Action	Take 2
Inquisition	Adventure	Wanadoo
Jo Jo's Bizarre Adventure 5	Action	Capcom
Judge Dredd Vs Judge Death	FPS	TBC
Jurassic Park: Project Genesis	Management sim	Universal Interactive
Kengo II	Beat-'em-up	Ubi Soft
Kingdom Hearts	RPG	SCEE
Lara Croft Tomb Raider: The Angel Of Darkness	Adventure	Eidos
Legion: Legend Of Excalibur	Strategy	Midway
LMA Manager 2003	Management sim	Codemasters
Lord Of The Rings	Adventure	EA
Malice	Platformer	Sierra
Mercedes Benz World Racing	Driving	TDK
Mortal Kombat: Deadly Alliance	Beat-'em-up	Midway
MX2003	Motorbike sim	THQ
NHL Hitz Combo	Ice hockey sim	Midway
No-One Lives Forever	FPS	Fox
Pac-Man World 2	Platformer	SCEE
Pillage	RPG	TBC
Pride FC	Beat-'em-up	THQ
Primal	Adventure	SCEE
Ratchet & Clank	Adventure	SCEE
Rayman 3	Platformer	Ubi Soft
Red Dead Revolver	Adventure	Capcom
Red Faction 2	FPS	THQ
Return To Castle Wolfenstein	FPS	Activision
RoboCop	FPS	Titus Interactive
Robotech: Battlecry	Mech action	TDK
Rocky	Boxing sim	Rage
Run Like Hell	Action	Interplay
Scooby-Doo: Night Of 100 Frights	Platformer	THQ
SOCOM: US Navy SEALs	Combat sim	SCEE
Soul Calibur 2	Beat-'em-up	SCEE
Spyro The Dragon 4	Platformer	Universal Interactive
Starsky & Hutch	Driving	Empire
Star Trek: Shattered Universe	Space combat	Interplay
Star Wars Bounty Hunter	Adventure	Activision
Superman: Shadow Of Apokolips	Action	Infogrames
Tenchu 3	Adventure	Activision
The Getaway	Arcade racer	SCEE
The Lost	Adventure	TBC
The Scorpion King	Action	Universal Interactive
The Terminator	Action	Infogrames
TimeSplitters 2	FPS	Eidos
Total Immersion Racing	Driving	Empire
Travis Pastrana's Pro MotoX	Extreme sports	Activision
Twin Caliber	Action	Rage
Vexx	Platformer	Acclaim
Wreckless	Driving	Activision
Wolverine's Revenge	Action	Activision
World Rally Championship 2	Rally sim	SCEE
XIII	FPS	Ubi Soft
X-Men: Next Dimension	Beat-'em-up	Activision

**Game release dates are correct at the time of going to press.*

KEY FPS – First-person shooter; RPG – Role-playing game

MOST WANTED

This month's hand-picked wishlist is from Matthew Ward of Sunderland.



1. FINAL FANTASY X
"Even speech can't hinder this, the rightly lauded king of RPGs."
Release date: **Out now**

2. MEDAL OF HONOR: FRONTLINE
"Patterson returns to PS2 with all artillery blazing, in what promises to be the best MOH yet."
Release date: **June**

3. STUNTMAN
"Finally, the excuse to wear makeup I've been waiting for."
Release date: **September**



4. GITAROO MAN
"Well, who wouldn't want to play as a superhero with a lightning-packed guitar, an arch-rival, and a talking dog who turns robotic? Oh yes, and a girlfriend."
Release date: **Out now**

5. AUTO MODELLISTA
"It looks as though A-spec has found a worthy contender in this wicked, cel-shaded racer."
Release date: **TBC**

6. TIMESPLITTERS 2
"Better weapons, interaction and AI ensure this will be a winner."
Release date: **TBC**

7. KINGDOM HEARTS
"Disney and FF characters plus great gameplay. A surefire hit!"
Release date: **TBC**

8. VEXX
"Vexx ripped Jak's voice box out. He'll do the same to his game."
Release date: **TBC**

9. MALICE
"She's fit... she's got a dirty great mallet... What more d'ya want?"
Release date: **TBC**

10. DOWNFORCE
"This hybrid of F1, IndyCar, and Burnout'll be so good, it'll hurt."
Release date: **Out now**

YOUR GO!
Drop us a line with the games you can't wait for and and why, plus a photo of yourself and we'll do the rest. **Most Wanted, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** Email **PS2@futurenet.co.uk**

IT'S A KIND OF MAGIC

Adventure game *Dragonkind* to be designed by comic book hero Joe Madureira.

ACTION/ADVENTURE GAME *Dragonkind* is to be the first venture from newly established American developer TriLunar. Comic book fans will be most excited to hear that the creative team in charge of designing the game is headed by none other than Joe Madureira, noted Marvel Comics illustrator and owner and creator of the *Battle Chaser* comic books.

"I've always been fascinated by videogames," explains Madureira, President of Creative Development. "I'd been looking for the opportunity to express myself creatively in real-time 3D. Our goal is to make *Dragonkind* feel like a real-life comic book with all the great characters, story and action found in today's best comics."

//An open game world and story-driven objectives ensure non-linear gameplay//

Establishing the fantasy world of Vermillion, the game will capture the look of Madureira's comic book work in a videogame across extensive 3D worlds, complete with secret areas. Already penned in for inclusion are a series of devious enemies and traps – you'll have to race across a field of ice floes while being pursued by a sea serpent, ride an avalanche and wrestle dragons.

The game is centred around the exploits of Grail, who has the ability to harness the power of dragons. As his unusual talent takes him on various quests and adventures around the world, the story begins to answer questions about his past and hints at his possible role in the future of the planet. TriLunar promise that an open game world and story-driven objectives will ensure a degree of non-linear gameplay, and a simple, intuitive interface will keep players' attention on the game rather than the Dual Shock 2.

Interestingly, the team hasn't ruled out the possibility of making the title online compatible, cryptically suggesting that, "We're currently exploring interesting online features that will be available to people who take advantage of the online networks of the PS2."

On paper, the combined talents of Madureira and the other members of TriLunar – all who've come from high positions within the videogame and comics industries – suggest *Dragonkind* will be a polished title. We'll have to wait to see if the quality of the gameplay itself is equal to its obvious visual appeal. ☐ **GW**

**Dragonkind is scheduled for release some time in 2004.*



This is what you get when a comic book illustrator designs a videogame.



So far only a trailer has been shown of the in-game characters, but early concept art suggests a high level of imagination. Love the fire-breathing cactus...



Buster Bunny: Clearly absolutely flippin' insane.



They're tiny, they're toony, they're all a little loony.

TOON BARMY

Tiny Toon Adventure gets the cult developer treatment.

NOW THAT SQUARE has proved Disney videogames can be cool with *Kingdom Hearts* (see page 46), cult Japanese developer Treasure looks set to deliver another neat cartoon-based game titled *Tiny Toon Adventure*. In an odd turnaround, Treasure devised the game idea and then approached a publisher *before* the Tiny Toon licence was acquired from Warner Bros. As the game was conceived with Tiny Toon specifically in mind, it should be a cut above the majority of less imaginative cartoon licences.

The official mission statement for the game is 'Buster Bunny goes *Star Wars*' setting the story on the Planet Gold Star, a planet 'made nearly entirely of gold' that is under attack for it's rich quarry. The *Star Wars* parody comes into play as two of the planet's inhabitants attempt to get help to save their world.

Tiny Toon Adventure gives players two different game threads. The first is a story-based adventure that can be played against the computer or co-operatively with up to three other players in the style of *Kuri Kuri mix*. The second is Toonmatch, a fast-paced battle option where the multiplayer mode is not hindered by a split-screen – progressive camera positioning will be used instead.

All the characters from the TV series – Babs and Buster Bunny, Hamilton J Pig, Dizzy Devil to name just four – are included with trademark personalities intact.

The game design is also in keeping with cartoon 'rules' – an explosion will cause nearby characters to be covered with black soot marks, for example.

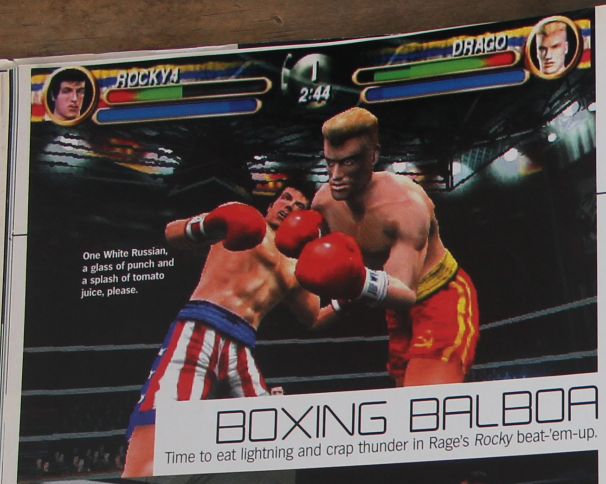
Germany-based Swing! Entertainment will publish *Tiny Toon Adventure* in Europe. It hopes that the game will appeal to more than just younger gamers, thanks to its science fiction theme and the developer's heritage. Judging by the unique nature of its conception, this could be one of the first worthwhile cartoon licences on PS2 and possibly Treasure's first big commercial hit. ☐ **GW**

**Tiny Toons Adventure is out in July this year.*

TREASURE'S TROVE

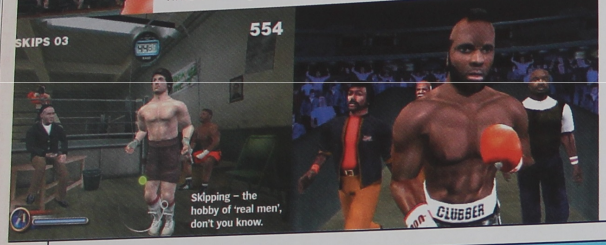
Founded in June 1992 after a group of dissatisfied Konami developers split away to form a new company, Treasure has something of a devout following for its limited release niche titles. Only the more committed Japanophiles among you may be acquainted with seminal 2D shooters *Radiant Silvergun* (Sega Saturn) and *Bongoi-o* (Dreamcast), but a taste of Treasure's skewed outlook on life can be sampled with the PlayStation 2's own *Freak Out!* – the game where you stretch women's boobies with a magic scarf. Yes, you know. That one.





BOXING BALBOA

Time to eat lightning and crap thunder in Rage's *Rocky* beat-'em-up.



"HEIGHT WILL PROTECT FAMILY JEWELS FROM IMPROMPTU SCROTAL PIERCINGS"

CHARACTER ASS, PG 057

THE FIVE EPISODES of the classic *Rocky* big-screen anthology are to set the scene for Rage Newcastle's latest game. The officially licensed title will feature locations from the films and pit players against the might of Apollo Creed, Clubber Lang (aka Mr T), Ivan Drago and Tommy Gunn in the world's best-known boxing arenas.

Rocky will comprise of five levels – each based around a different film – which culminate in a final big fight. The game starts off in the gritty, rundown, sweat-stained gyms of the ghetto. In between fights you'll come here to stay in shape and work on strength, speed, determination and stamina. Training requires the use of such traditional methods as a heavy punch bag, a speed bag, skipping rope and the good old sit-up.

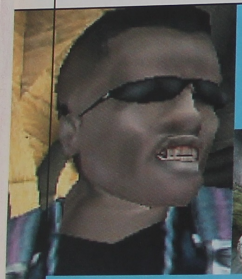
Spanning Rocky's career and in keeping with the films' timeframe, the star will visibly age. Beginning as a fresh-faced young pugilist, the character matures into a wrinkled and seasoned master of the ring. Not only that, but during fights, Rocky's iconic visage will be reduced to a blackened pulp as he takes on round after round of jarring blows.

Boxing buffs are promised arcade-style gameplay with plenty of over-the-top super combos to complement the filmic nature of the game. Attacking jabs, hooks and uppercuts will be available as will defensive blocks, ducks and weaves. A range of multiplayer options will also be included in the finished game.

It is expected that *Rocky* will fill a gap in the boxing market between the sim-styled *Knockout Kings 2002* and the cartoon antics of *Ready 2 Rumble: Round 2*, as well as giving a whole generation the chance to live the *Rocky* legend again. The appearance of "Aaadriaunnn" cheering her virtual hubby on from the ringside has not yet been confirmed. ☐ **GW**

**Rocky is scheduled for release in September this year through Rage.*

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FANTASTIC FOUR

Activision is poised to release four high-profile licensed superhero games throughout 2002.

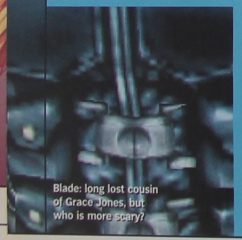








WITH *BLADE II* AND *X-Men: Next Dimension* already announced in previous issues, Spy can now reveal further information on these titles and introduce two exciting new games: *Minority Report* and *Wolverine's Revenge*.



Blade II

Titular hero of both a Marvel comic and two feature films, Blade is half-human, half-vampire (with a taste for martial arts) out to rid the world of night-walking demons. In this action/adventure title, players will take on the superhero's guise to stop the Vampire Nation creating a new form of super-vampires known as Reapers. As well as Blade's fighting abilities, players will have access to upgradeable weapons. Game environments will make use of realistic physics with smashing glass and damaged walls when characters are thrown against them. Popularity is assured after the critical acclaim poured on the recently released movie.
Expected: TBC

X-Men: Next Generation

In anticipation of May's E3 show, Activision has revealed new screens and information about its comic-themed beat-'em-up *X-Men: Next Dimension* (in development by Paradox Entertainment). First featured in *OPS2*#016 we can now reveal that players will be able to fight as 24 different X-Men in 21 unique 3D environments. The X-Men heroes will take part in free-roaming, large-scale battles as they brawl seamlessly from level to level making the most of aerial combat, chain combos and eight-way movement. For the more competitive fans, a Versus mode will allow hopefuls to take part in one-on-one arcade combat.
Expected: September 2002

Minority Report

Spider-Man developer Treyarch is making *Minority Report*, the game. The sci-fi story, penned by *Blade Runner* author Phillip K Dick, is also due to hit the silver screen starring Tom Cruise and directed by Steven Spielberg. You will take on the role of Cruise's character, a PreCrime Officer wrongfully accused of murder, in a third-person action adventure. You'll explore locations from the film in an attempt to clear your name. "*Minority Report* lends itself well to a wide variety of gameplay elements with its intense futuristic story line and gripping action-packed sequences," enthuses Ron Doornink, President and COO of Activision, US.
Expected: Summer 2002

Wolverine's Revenge

Undoubtedly one of the coolest *X-Men* characters, Wolverine is to be the central character in his own third-person action adventure. So far, Activision has been very cagey with the information it has given to the gaming press, but Spy expects the game to make an appearance at E3. To see what we're getting a little excited about, check out the screenshot above. We'll bring you more in our full E3 show report.
Expected: TBC

**For more information on Activision's impressive roster of titles, see next issue's huge Spy section.*

SPY

CHARACTER ASSASSINATION

Every issue, *OPS2* decamps to a medieval castle in sunny Romania to create the most perfect game characters from the still-twitching discarded bits of other PS2 personalities. This month: Our very own war baby – conceived in the trenches and raised in a battle tank.

WORDS: GEORGE WALTER AND PAUL FITZPATRICK/ILLUSTRATION: DANIEL MACKIE

CHARACTER ASSASSINATION #09

THE PERFECT WAR GAME GRUNT

1. The flowing locks of Raiden from *Metal Gear Solid 2* might give the impression you are actually a girl and get you sent home, away from the dirty war. See the frock-wearing Corporal Klinger out of M*A*S*H.

2. Tanks from *Army Men* strapped to your feet. Infantry and artillery combined in one handy package. Avoid getting toe-destroying trench foot as a double bonus.

3. *Jedi Starfighter*'s force shield. Turn it on to deflect bullets, bombs and shrapnel while having a cheeky wee in a handy bush.

4. *Shadow Of Zorro*'s dreadful collision detection. Chances are the hot lead projectiles will never hit you – even if you stand three feet away from a sniper with a target drawn on you bonce.

5. The long legs, shorts and high tops of a character from *NBA Street*. Mines might blow your legs off but the added height will protect your family jewels from impromptu scrotal piercings.

6. A foolish lackey who you can send over the top to 'do a recce'. Daxter from *Jak And Daxter* would be perfect. Let's see him make a sarky quip with the 17th Panzer Division bearing down on him.

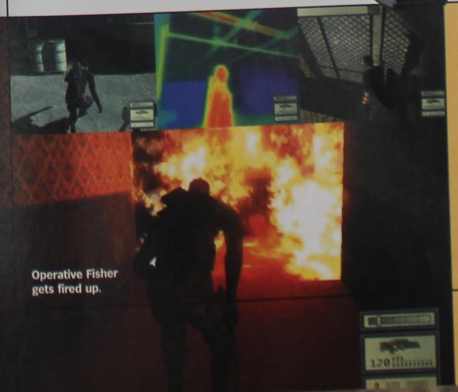
7. The flute from *Herdy Gerdy*. Useful for herding docile storm troopers into prison camps. Also good for playing the pipes of peace when you've run out of ammo. Good luck.

8. Panda from *Tekken Tag Tournament*'s upper torso. Even the most evil of enemies will think twice about shooting an endangered species. Not so effective during wars in China.

9. Alex Ferguson's head and brain from *Player Manager 2002*. His ability to make effective tactical and strategic decisions would prove invaluable to any battalion. Would have the nous to buy up the enemies' best soldiers to increase his advantage, too.

10. Samanosuke from *Onimusha*'s arms and soul-sucking gauntlet, perfect for charging up your spud-gun into an M60 machine-gun.





OVER THE RAINBOW

Tom Clancy's *Splinter Cell* is briefed for a PS2 release.

THE POST-METAL GEAR influx of stealth-based, terrorist-hunting games starts here with the announcement that Ubi Soft is to release a third-person action game called *Splinter Cell* for PS2.

Based on a novel by author Tom Clancy, *Splinter Cell* follows a series of successful PC games also based around the story lines from his bestselling books. Two of the main contenders on PC were *Rainbow Six* and *Rogue Spear*, and although these real-world strategy games were converted to a PSone format, they didn't fare too well on PS2's younger brother due to its lack of processing power.

In this latest techno-thriller the player will take charge of the central character, Sam Fisher – a field operative of the secretive black ops NSA sub-agency known as The Third Echelon. His mission is to infiltrate high-security strongholds, seize critical intelligence, destroy threatening data and neutralise the enemy. Not only that, but he must not leave any evidence of his presence.

Splinter Cell is being developed at the same Montreal studio as Xiii, Ubi Soft's cel-shaded first-person shooter revealed last issue, and both games will utilise the next-generation Unreal Engine. Although the PS2 version isn't scheduled until 2003, after the Xbox and PC versions have been released, the extended development time should allow for a more polished version of the game. ☐ **GW**

**Splinter Cell is out through Ubi Soft next year. We'll bring you more info after we've played it at the E3 game show.*

SPY

DRIVE FOR YOUR LIFE

Total Immersion Racing brings a level of realism to the racing genre.



The dusky pink hues of an early evening drive. Quite... relaxing.



Staying out of the way of your rivals could be the key to winning races.

TOTAL IMMERSION RACING is being developed for PS2 by Razorworks. The GT racing game is an attempt to bring a higher level of personality and intelligence to the otherwise neutral genre. This will be achieved through a progressive Career mode and also in advanced player AI while driving in competitions – an element *OPS2* has already witnessed in *TOCA Race Driver*.

Starting out as the lowest ranked driver in a GT sports car, your career path leads to the heights of world champion where you'll commandeer a powerful eight-litre prototype race car. In order to ensure players feel as though they are actually playing out the life of a real race driver, team engineers and managers will give advice and input to the player to improve their performance.

//With a high level of artificial intelligence, competitors will react and bear grudges//

It's during race meets that the 'immersive' quality the game's title alludes to is really brought into play. *Total Immersion Racing* pits players against a series of other drivers each with their own unique personalities, driving styles and responses. Combined with a high level of artificial intelligence, competitors will react to incidents and bear grudges. Nudge another driver off the course early in the season and they'll remember it and take an aggressive stance against you from then on.

Along with this impressive level of driver intelligence, Razorworks is pushing for visual quality too: sun flare, particle effects and changeable weather will all add to the experience. *Total Immersion Racing* features 18 cars to begin with, including Lister cars and the Noble M12, although unlockable extras are promised. Quite how it will compare to Codemasters' *TOCA* remains to be seen. ☐ **GW**

**Total Immersion Racing is out this winter through Empire.*

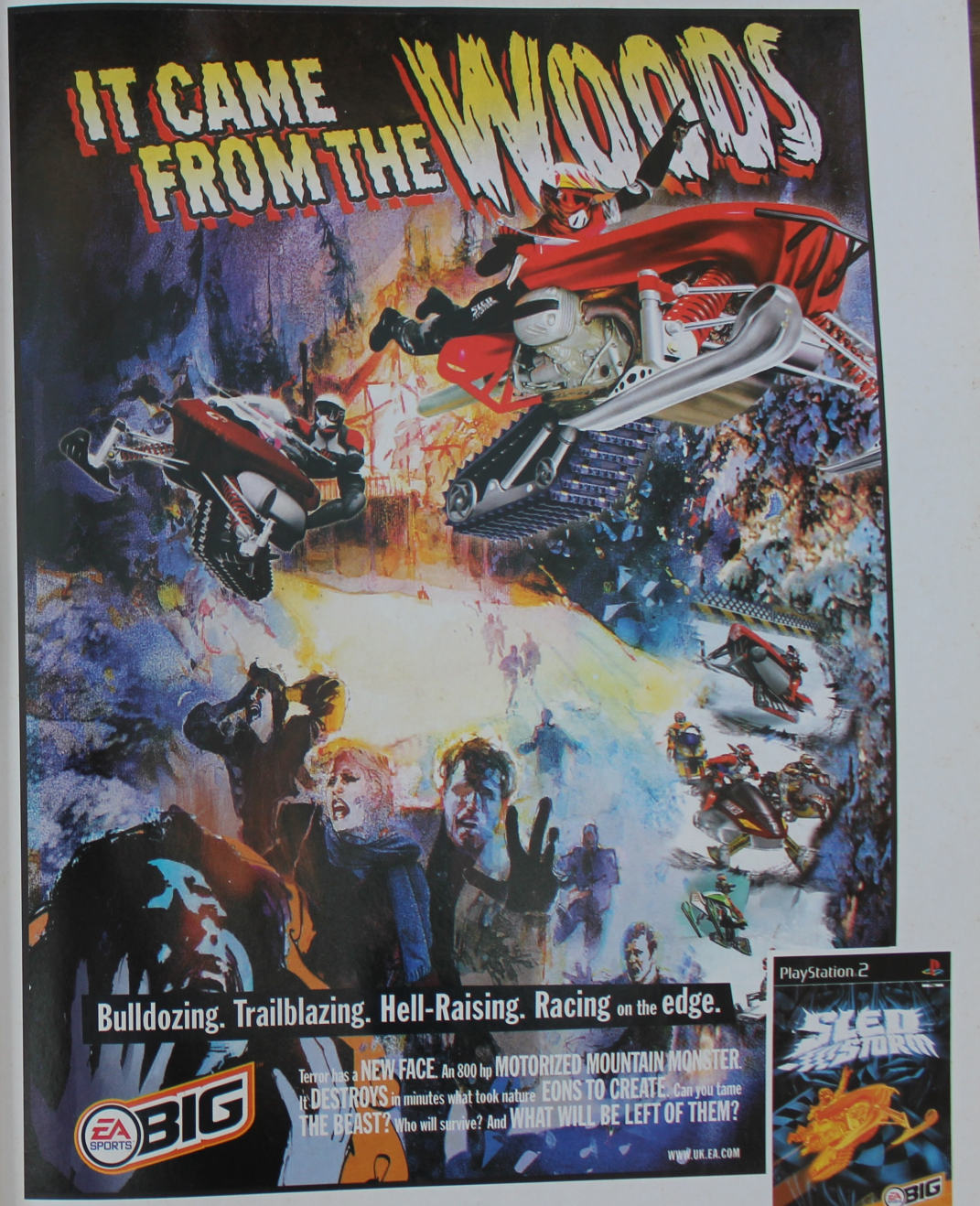
THE BURNING QUESTION

OPS2 **grills the videogames industry's finest on a hot topic.**

THIS MONTH

ARE EVENTS LIKE E3 IMPORTANT TO THE VIDEOGAME WORLD?

	Why are you going to E3 this year?	What PS2 games are you most looking forward to seeing?	What will you be showing there?	What do you think the videogame industry gets out of events like E3?	Are events like E3 important for the videogame world?
 **RICCI RUKAVINA** CREATIVE DIRECTOR, UNIVERSAL STUDIOS	Not only am I going to E3 to show products that I have worked on with very talented people, I am also going to meet with and discuss the medium with my peers. I am looking forward to seeing the latest products that drive our industry.	I am really excited to see Insomniac's new game, I regard them as some of the most talented people in the business, so I'm sure they have whipped up something special for us!	Two games that I have been involved in will be shown at E3, each radically different: *Spyro: Enter The Dragonfly* and *The Thing*, and both are coming to PlayStation 2.	E3 is an opportunity to come together as a community to share with my peers the most relevant information about what we do. I think all of us go with the hope of discovering something new and unique, whether it be games, technology, or design that pushes games in exciting directions.	
 **EDOUARD LUSSAN** PUBLISHING DIRECTOR AT WANADOO	To see what the major trends in videogames are. To meet developers that have good technology and good cross-platform experience to work with. To meet developers that have been thrown-over by publishers and who have some immediate interesting titles to publish.	I'm not looking for a particular PS2 title, but rather looking for the main genres coming out this year. I'm even more interested about the genres which are *not* coming out this year.	*US Open 2002* which is a tennis game, *Curse: The Eye Of Isis* and *Project ZERO* – both survival horror games – plus *Jack the Ripper* and *Halloween*.	E3 probably helps to shape the next step in the videogames adventure...	
 **ALEX WARD** CREATIVE MANAGER AT CRITERION STUDIOS	To unveil a secret new PS2 game that we have been working on for the past year.	Really looking forward to *Stuntman*, new *McRae*, new *TOCA* and the fabled *Getaway*.	The secret new PlayStation 2 game we mentioned earlier!	The industry gets a preview of the year ahead for developer, publisher, hardware manufacturer and retailer alike. All under one very big roof.	



PlayStation.2

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WORDS: JON JORDAN/PHOTOGRAPHY: MARTIN BURTON

The FFX Men

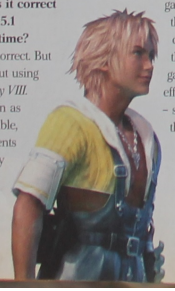
It's the most beautiful game ever, created by the biggest development team ever. *OPS2* gains an exclusive insight into the making of *Final Fantasy X* from its principal creators at Square.

In the opulent darkness of the Sanderson Hotel, London, sit one of the most successful game development teams in the history of videogames – well, one percent of it anyway. Amazingly, 250 people were involved in creating the magical, lavish universe that is *Final Fantasy X*. Representing the team are Director Yoshinori Kitase, Scenario Writer Kazushige Nojima and Composer Nobuo Uematsu. As a team, *Final Fantasy X* is their third project together – they started out on *Final Fantasy VII* and moved straight on to Final *Fantasy VIII*, although the legendary Uematsu-san has composed the music for all the *Final Fantasy* games. Square's Corporate Director Shinji Hashimoto is also present. The team are quite shy to begin with, something that is not helped by the fact that we have to communicate through a translator. However, the opportunity to talk about *FFX* soon warms them up.

You've been quoted as saying the jump to PS2 for *Final Fantasy X* is the same as when the series went from the SNES to PSone. What did you mean by that?
Yoshinori Kitase: *Final Fantasy X* is a big change for the players. For example, it's easy to see the amount of graphical improvements we have made, but a more significant change has been the introduction of voices. In previous games, we had great characters but they didn't have voices, they could only communicate through text. But with PS2 we were able to give the characters voices. New hardware brings new opportunities and, by exploiting those, we can take the *Final Fantasy* series to the next level.

Did this new-found interaction affect the way the character scenarios were created?
Kazushige Nojima: Because of the technological advancement of using voices for the first time, we could also focus on expressing emotion using techniques such as facial expressions. For this reason, I think conversations in *Final Fantasy X* are less formal.

In terms of the music, is it correct that you mixed a Dolby 5.1 soundtrack for the first time?
Nobuo Uematsu: That's correct. But I was already thinking about using Dolby 5.1 with *Final Fantasy VIII*. We wanted to use it as soon as the hardware made it possible, so we did a lot of experiments to make sure we were ready to exploit this feature.



Square has exploited the power of PS2 to give FF folk voices and expressions.

The next big thing for *Final Fantasy* is going online. What will that add?
Shinji Hashimoto: *Final Fantasy XI* is 100 percent online, so this will be a new experience for Square. We are entering an unknown world in more than one sense of the phrase. The game experience itself will change, too. Instead of thousands of people playing thousands of individual games, there will be thousands of people all playing the same game on the same server. Instead of having one story line, the gamers will be able to create their own drama.

How does the team come up with the characters and settings for the games?
YK: We are fortunate to spend so much time working together and we are always thinking and discussing possibilities for the next games

> **"New hardware brings new opportunities and, by exploiting those, we can take *FF* to the next level"**

while we are working on the current one. When the time comes, a lot of the basic groundwork is already there.
KN: The characters and the setting come more or less at the same time, but I usually start with the environment. As soon as that's fixed, the characters evolve quite quickly from it.
NU: [Laughing] For the music, I have to wait until each scenario has been completed.
KN: I have to keep encouraging him to continue. Often, he gives up, saying, "Oh I can't do any more on this."

It's been said that the themes of *Final Fantasy X* are travel and change, but don't these belong to all *Final Fantasy* games?
KN: Yes, in a way, all the games contain these elements. But because of the synergy we have gained from the improved graphics and the introduction of voices, I think we can exploit these elements more fully than we have been able to in previous games. For example, we have made an effort to create different-looking locations – something which is also reflected in the sound and voices.

Do you feel sad that you never have the chance to continue using previous characters and scenarios?
YK: Yes, this does happen sometimes, we all have our favourite characters. But at the same time, from a design point of view, I think it would be a defeat not to move forward with each new game.

***Final Fantasy* games are all about emotion but, despite their success, few developers seem to want to make this type of game. Why do you think that is?**
YK: It's simple. If you want to understand and display emotions in videogames, you have to have a lot of time, money and manpower. And even with all these resources, it's still not an easy thing to do. This is true even for our team, which is experienced in making these games. Now, for example, we have to make a game better than *Final Fantasy X* – and we know how hard we had to work to make that game!

How difficult is it to balance the change in gameplay mechanics so that each game is different, but not so much that you confuse the players?
YK: Continuity is important, but if a game is practically the same as its previous incarnation, the team won't have accomplished what it aims to do from a creative point of view. As with changing the characters, we have to advance. However, I agree that there is a certain amount of risk involved in changing too many things.

Why do you think *Final Fantasy* was a big success in the West, while your biggest competitor, Enix's RPG *Dragon Quest*, hasn't been successful outside Japan?
KN: I think it's something to do with how the game looks. *Dragon Quest* and *Final Fantasy VII* were slightly different in the way they used 2D and 3D elements. Also, in terms of the expression of the graphics, I think the *Dragon Quest* look is more acceptable to the Japanese but doesn't appeal in the same way in Europe.
YK: Also, with *Final Fantasy VII*, we had a lot of discussion about how the characters should look. We spent a lot of time studying the artwork of non-Japanese videogames to get the right look and to ensure the game would be a success outside Japan. It wasn't just luck.

What are the team planning next?
NU: I've already finished the music for *Final Fantasy XI* so I am starting on something new.
YK: We are moving on to the next stage of our work, too. That's all I can say at the moment. □

Curriculum Vitae 1
Name: Kazushige Nojima
Job title: Scenario Writer
Date of birth: 20/01/64
Background: Joined Square in February 1995
Past projects: *Bahamut Lagoon* (Director), *FFVII* (Scenario Writer), *FFVIII* (Scenario Writer)
Hobbies: Reading with my TV (no sound) and CD player on
Favourite game: *WWF SmackDown! 2*

Curriculum Vitae 2
Name: Nobuo Uematsu
Job title: Composer
Date of birth: 21/03/59
Background: Joined Square in March 1986
Past projects: Too many to mention. Composed all the music for all the *Final Fantasy* series
Hobbies: Riding my Vespa, watching movies on my home theatre system, travelling, music, drinking beer
Favourite game: *Final Fantasy X*

Curriculum Vitae 3
Name: Shinji Hashimoto
Job title: Corporate Director
Date of birth: 25/03/58
Background: Joined Square in April 1995
Past projects: Producer or Marketing Director on Square titles dating back to *FFVII*
Favourite game: *Kingdom Hearts*

Curriculum Vitae 4
Name: Yoshinori Kitase
Job title: Director
Date of birth: n/a
Background: n/a
Past projects: Director on FFV, FFVI, FFVII and FFVIII



[l-r] Kazushige Nojima, Nobuo Uematsu, Yoshinori Kitase and Shinji Hashimoto.







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Having a ball Eye Toy style with a cloud of butterflies.

TEXT: JON JORDAN/PHOTOGRAPHY: MARTIN BURTON

HERE'S LOOKING AT YOU

Take one PlayStation 2, add a Webcam and the result is a completely new type of game. *OPS2* went to Sony's London development studio to check out the technology they call Eye Toy.



Casting spells with *Eye Toy* can have unexpected results.



Immersing gamers into games is a perennial challenge for developers. If they can't seduce people into valet parking their critical faculties and following them eagerly into the game world then there's bound to be a gaping hole in the gameplay fabric. Naturally, there are numerous methods developers can use to attract the immersion vote. They can conjure up pin-sharp, photo realistic graphics and they can spend tens of thousands of pounds perfecting physics engines and artificial intelligence. Superb. But let's face it, nobody's quite perfected those tricks as yet. How about something a little more direct instead? How about watching yourself on-screen, splattered with gore and holding the still-beating heart of a vanquished foe in the palm of your hand? Or waving a wand in your living room to cast devastating spells?

As far fetched as it sounds, this is exactly the level of videogame interaction that's currently taxing the minds and imaginations of Sony's own technical wizards in their London studios. However, for now at least, the current state of the technology that has the potential to break videogames out of the box once and for all is a little more prosaic.

SPOT THE TECH DEMO



THE WITCH
As with Seymour, the Witch demo is a colour tracking test. Hold up a yellow ball and the witch will fly towards it and land right on top it. Add a red ball and the witch will track the position of the ball in 3D space.



SPIDERS
The asterisk 'spiders' are attracted to skin tones of hands and faces. "I demoed this to a woman and she had them all over her face," says Fitzgerald. "Then I said, 'You do realise those are spiders, don't you?' She actually screamed."



FILTERS
The real-time filters add effects such as motion blur and mock infrared to the basic video footage. Other filters include black and white, tiling, embossing, motion subtraction, ghostly auras and a heat-sensitive screen.



BUTTERFLIES
Twenty butterflies are attracted to the red ball and swarm around it. Bring the yellow ball into play, however, and they all fly away except one, labelled 'the brave butterfly'. Only this one is attracted to the yellow ball.



MAGIC WAND
The Magic Wand demo maps the motion of a ball to an on-screen magic wand. Objects are activated by holding the wand over them for a few seconds. This then triggers events such as powering up the wand with spells.



WISHY WASHY
A taste of Sony's debut game tracks the motion of a hand in front of the camera to create a window washing game. Clean as many panes as you can as you travel up the floors. The highest percentage of totally sparkly office windows wins.

Now you can interact with game graphics in real-time.



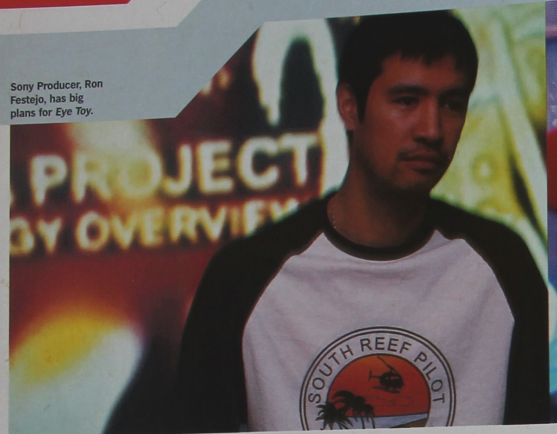


Seymour's happy in his ship until the yellow ball appears.

TOY'S STORY

The Eye Toy story began (as all good technological fairy stories should) with a Universal Serial Bus and an employee of SCEA. Dr Richard Marks, a Sony America Research Engineer, looked at the PS2's USB ports and got to thinking. 'What would happen if you could plug a Webcam into your PlayStation 2?' A speculative acorn that gave root to a plan to put the 'video' back in 'videogames'.

Fast forward two years, and Jason Fitzgerald, Sony's Communication Manager, is casually waving two coloured balls around in front of a TV screen, on top of which sits a small USB camera plugged into a PS2. "We've spent a year getting to grips with the basic technology that Dr Marks worked on. Now we're looking to build a game around it," he says by way of an explanation that sheds no light on his current disposition whatsoever. The TV screen shows the interior of the room in Sony's London HQ, but whereas Fitzgerald's increasingly bizarre hand movements seem strange in reality, from the TV come high-pitched cries



Sony Producer, Ron Festejo, has big plans for *Eye Toy*.



After jumping ship, Seymour has a rest on the yellow ball.



Eye Toy has the potential for a wide range of uses.

of "Captain Seymour, eject!" and "Back to the ship!" as a colourful computer-generated pilot and his aeroplane whizz around the room in accordance with the balls' movements.

"This demo shows colour tracking," Fitzgerald expands, as he deftly twirls his hands, the yellow ball passing in front of the red, which are needed for the PS2 to track motion. On the screen, and in total sync with its real world signifiers, Captain Seymour ejects from his craft, which then hovers over the position of the red ball. Seymour himself lands on top of the yellow ball. Fitzgerald then drops the yellow ball. Instantaneously, Seymour falls, only to be saved mid-air by his plane. "It tries to catch him before he falls off the bottom of the screen," says Fitzgerald, of the demo's one crude gameplay mechanic.

It's an embryonic game, but after a few minutes in control of Seymour, it's clear that Sony's Eye Toy has the potential to be very big indeed. In the language of cinema, this jaywalking over the line between the screen and the real world is called 'breaking the fourth wall'. It's what happens when a character in a film turns to the camera and talks directly to the audience. Seymour, in his own small way, breaks that fourth wall for videogames. Instead of the player existing in a game world, the game exists in the player's world; literally in their living room. "It's weird," says Fitzgerald. "If I've been playing with the demo for a long time and switch it off, I'll be about to put the balls down and, without thinking, I'll look around the room and catch myself wondering where Seymour's gone."

//Instead of the player existing in a game world, the game exists in the player's world; literally in their living room//

MAGIC EYE

Which brings us to the magical wand waving mentioned earlier. Over to Ron Festejo, Sony's Producer in charge of turning this clever technology into an engaging game. "The Magic Duel was created to show how it might be applied in the case of two players who have hooked their PS2s together with an iLink cable," says Festejo. Using a coloured ball, players cast spells at each other by drawing shapes (such as triangles) in the air. These then generate spells that are 'thrown' into the screen and the resultant effects are displayed on the recipient's screen. One of the best examples is the earthquake, which causes the video image on the screen to shake as if the room has been hit by a huge tremor. Simple, but effective. And it only takes a budget flight of fancy to envisage a wealth of games that could make use of this tech demo alone.

The beauty of Eye Toy is that the technology itself is straightforward. Set up in a relatively well-lit room, using a standard USB Webcam and device drivers developed by Sony, players' movements in front of the camera are tracked in real-time and displayed on the screen. Thus the players can see themselves interacting with the game world or character. They are also able to move around without worrying about cables or peripherals. "I think this is the future of gaming," enthuses Festejo. "Using the Webcam as an input device means there's no learning curve in terms of having to know what different buttons do. With Eye Toy everyone can see your movements so it's easier to copy the successful player. Games will no longer be limited to hardcore players." Throw in the potential to videotape your antics and you can see why this could be the most social innovation in gaming since the dance mat.

SECOND SIGHT

Some technical issues still need to be resolved, though. "One of the problems with these demos at the moment, is that the characters don't understand much about their environment," says Fitzgerald. "As we do more work, we hope to get to the stage where characters like Seymour will be able to fly around you. When he flies behind you, the PS2 will be able to work it out, and it won't render the character on-screen until it comes back around the other side." In order to do this, the PS2 will have to be able to work out the position of your head or sofa in three dimensional space – no easy task. But Fitzgerald is confident it will happen.

Festejo, on the other hand, is keeping tight-lipped about the game he's working on. He does, however, underline to *OPS2* that the technology lends itself to challenge-driven gameplay. "I can challenge you to do something better than I can do it because you can see what I am doing. You can easily say, 'I can do that faster or better than you'."

What about the nitty gritty? It's an exciting prospect for sure, but what kind of time scale are we looking at before Sony knocks through the fourth wall? When Eye Toy games do finally hit the shops, how much will we be expected to shell out for the setup? Well, if you've dodged bullets in Konami's lightgun game *Police 24/7* you've already experienced an early success for the technology. And Sony is more than happy for other third-party developers to use the Eye Toy drivers. As for the first game to be developed purely around the new technology? The prototype will make its first public appearance at the E3 game show this month and the finished article is due to be with us by the end of the year. What's more, given the off-the-shelf nature of the technology, the intention is to sell the game and camera bundled for about the same price as a normal PS2 title. All of which is good news for anyone who likes to lose themselves in gaming. No doubt, before we know it, there will be more immersive titles than you can shake a coloured ball at. □

"...the only rally game on the PS2 to include a four player mode... a feat even Gran Turismo 3 couldn't manage..." **PS · Issue 19**

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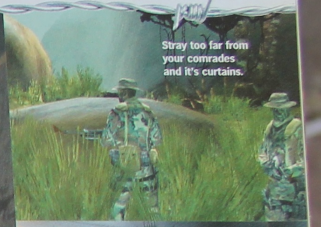
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TEXT: SAM RICHARDS

WWII ON THE WWW

Here's the proof that Sony's online gaming intentions are serious: two ambitious, cutting edge games – one developed in the States, one right here in London – are being designed specifically for linked-up, online play via the PS2. And what are we going to be doing when we finally get connected? Killing each other, of course.







SOCOM: US NAVY SEALS

SOCOM: US Navy SEALs won't be the first PlayStation 2 title playable online – that honour goes to *Tony Hawk's Pro Skater 3* – but it will be the first to make use of Sony's own $39.99 Network Adapter, the first to offer 16-player link-up and the first to allow you to exchange commands (or insults) over the Net via the USB headset that will come packaged with the game. *SOCOM* is set to break much new ground, then. When introducing its Internet strategy, Sony wants to come out guns blazing with a game that launches the PS2 aggressively into the online gaming arena. Zipper Interactive's *SOCOM* is that game.

Us console gamers haven't seen anything quite like this before. The development team's collective CV includes previous employment at Boeing and the US military as well as the creation of SIMNET, a highly detailed battle simulation program used by NATO (among others) to rehearse major offensives. Zipper Interactive's softography includes military flight sim *Crimson Skies* and admired mech fighting strategy game *MechWarrior 3*. When it comes to combat simulation, these guys are an elite force.

Nevertheless, this is Zipper's first shot at a console game. While we gladly welcome new genres to the PS2, if they come accompanied by brain-mangling control configurations and manuals the size of *War And Peace*, we don't want 'em. That's why Sony America (SCEA) has been involved from the start. "*SOCOM* will be a new experience for PS2 players," enthuses Seth Luisi, Producer at SCEA. "The kind of team gameplay that we're offering just hasn't been done before. But this isn't a PC port – *SOCOM* has been built as a console game from day one."

"We've really always wanted to make a console game," continues Zipper's Creative Director David Sears. "The design in PC games of this type can often be lazy, for instance, they might offer you their entire armoury right from the start which can bemuse newcomers, or their control configurations will be over-complex. That's why creating *SOCOM* as a console game was such a good challenge."

At base level, SOCOM is a military-themed third-person shooter. You don't have to know who the Navy SEALs are beyond the fact that they're the kind of guys who like nothing better than to get tooled-up, daub their cheeks with camo paint and despatch a few terrorists before lunch. However, the SEALs are actually one of the more intriguing wings of the US military (see Performing SEALs) making them the ideal stars of a game that is as much about teamwork and strategy as it is about scoring headshots.

THERE'S NO 'I' IN TEAM

Zipper is keen to boast that SOCOM actually comprises two elements in one. Impressively, the single-player and multiplayer games, each comprising 12 missions, are developed by autonomous teams within the development studio to ensure that neither element can be viewed as a tacked-on version of the other. Yet teamwork is the crucial requirement, whether you are playing with a crew of artificially intelligent bots or with real people via the magic of the Internet. With at least three other team-mates to consider at all times, *SOCOM*'s scope is instantly broader than that of your typical selfish blaster.

In the offline Single-player mode, you'll play as the pointman in a team of four, working with a partner and deploying your other two bots strategically. There are a huge variety of ways to approach each mission, which will all gradually become apparent after experimentation with the

// The game is as much about teamwork and strategy as it is about scoring headshots//



PERFORMING SEALS

So who are the real life US Navy SEALs and what role did they play in *SOCOM*'s development?

SOCOM stands for Special Operation Command, the elite arm of the US military that includes Delta Force, the Green Berets and the Navy SEALs. The Navy SEALs strictly aren't anything to with the Navy any more, but their acronym – SEALs stands for sea, air and land units – reflects their versatility in all aspects of warfare.

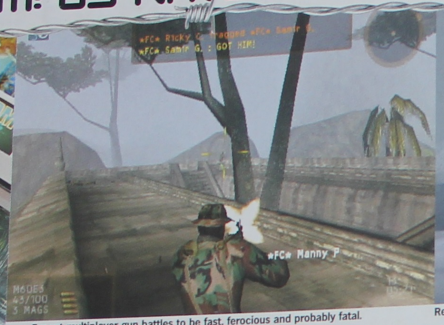
As a result of excruciating training programs, the SEALs excel in weapons knowledge, low casualty combat, brief (but explosive) armed aggression, clockwork timing and stealthy interdiction. Many of their missions are highly classified and news of their heroism lives, as they do, in the shadows.

SOCOM: US Navy SEALs (the game) throws light on these shadowy warriors. "It's the first time, to our knowledge, that any special forces have been associated with a game developer," enthuses Zipper Interactive CEO Jim Bosler. He stresses how important it was to be as accurate as possible in Zipper's portrayal of the SEALs. "The reason we wanted to work with them was because they hadn't been exposed in the mass media as much as other elite forces, while movies that have been based on them have been cheesy and inaccurate. One thing we wanted to get across is that they are quiet warriors. In our game, you have to survive as a team – if your team-mates die, it's game over."

The real-life SEALs' weapon expertise is also an essential factor in mission success and this is reflected in the game. The development team visited two military bases and had soldiers demonstrate weapons for recording purposes. Realistic sounds of shots hitting bodies were achieved by firing into watermelons and ham!

SOCOM: US NAVY SEALS

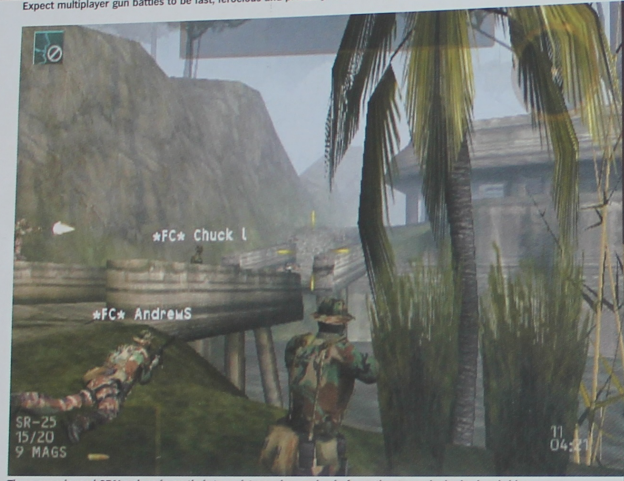




Expect multiplayer gun battles to be fast, ferocious and probably fatal.



Real Navy SEALs don't spend the entire battle hiding in the john.



Three experienced SEALs close in on their terrorist prey by moving in formation towards the broken bridge.





AMERICA ONLINE
Although there's still no date for the roll-out of PS2's online facilities in Europe, America gets connected in August when the Network Adapter [and *SOCOM: US Navy SEALs*] is released. SCEA's Seth Luisi gave us an update.

How are the beta tests for *SOCOM* online going?
Good at the moment, although, as I speak, the server has only been operative for two days so there hasn't really been time for anyone to report problems! We sent out the game disc and the connection software to 1200 gamers across America, using our PSX Underground database. That should give us a good mix of DSL and cable connections and different latencies to test.

SOCOM is going to be playable online via a broadband connection only, making it inaccessible to the majority of gamers. Why not include the 56k modem option instead?
Broadband made sense for the *SOCOM* experience. It's really not a very enjoyable game played through an ordinary connection – there's all kinds of lag and slowdown going on. Console users expect everything to just 'work', so I don't think we could risk the peculiarities of 56k. Also, the voice chat function could only ever function properly via broadband due to the size of the data packets being passed back and forth.

How will SCEA be encouraging PS2 users to venture into the sometimes foreboding online world?
The games will drive it. We're advocating games that function as full single-player titles, but that also have a very compelling online element. In the end, it's up to developers to lead people online. All first-party games now being sanctioned for development by SCEA will include significant online elements, which aren't just an afterthought to a single-player game. Expect all kinds of interpretations of the online gaming concept, not just multiplayer shootouts. SCEA has purchased a company called RTIME who specialises in real-time interactivity across broadband networks, and is giving away its interactive networking engine free to developers.

game's deep, but simple, command system. Pausing the game, you first choose whether to direct your command at your partner or your bravo team. Then you choose a course of action (from a list of offensive, defensive or neutral strategies) and thirdly, you specify the means by which this action should be carried out. You can change your plans as often as you think necessary – remember, you're in the thick of the action yourself, which is the ideal place to assess any opposition developments. You're the ultimate player/manager, leading by example on the field of play and taking ultimate responsibility for everybody's survival. Doing a Rambo is not an option. Your team will be left exposed and you'll soon find you can't complete a mission without them. Moreover, the 'bullet count' is realistic, so one shot can mean instant death. This is real life, not a movie… Or at least, it's somewhere in-between.

Dishing out commands via the Pause menu is straightforward enough, but it's quicker and more intuitive (not to mention more enjoyable) to shout them out. A button press activates the voice function and you can bark away into the headset mic without pausing the action. With a database of over 50 words, the voice recognition appears to function perfectly, and you should even be able to customise your own shorthand for more complex command sequences.

With your colleagues responding to your commands and providing updates on the movement of hostile parties direct to your earpiece, the sense of authentic combat dynamics is unparalleled. Even if you are unable or unwilling to take *SOCOM* online, the extensive single-player game will provide a unique PS2 experience.

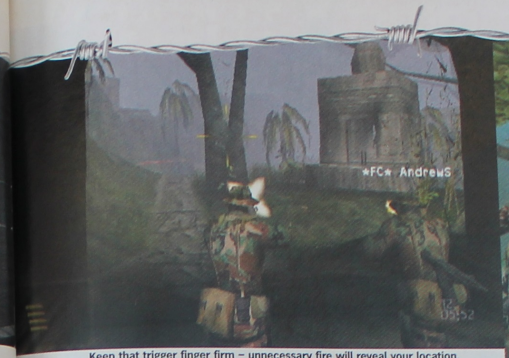
Multiplayer madness is where it's really at, however. SCEA and Zipper has already proved that this can work by mailing out beta test kits for the game to 1200 PS2 owners across the US. Hooking up to the open server from a machine in Zipper's Seattle offices along with a posse of other European journos, *OPS2* found itself fighting alongside beta test mercenaries named Cobra, Snake Pliskon [sic] and Rapidfire47 – who naturally made monkeys of us newcomers despite only having received the game the day before. Players had already been using the game's chat facility to form clans and plan team strategies for the next assault, exactly the kind of behaviour that Zipper will encourage when its *SOCOM* Internet hub is built.

With teams comprising up to eight SEALs fighting up to eight terrorists for either the control of each other's bases, the safe extraction of hostages or merely the eradication of all opponents, an initial strategy supplemented by continuous dialogue between team-mates as the battle unfolds will be paramount. This is where the USB headset comes into its own yet again. Players will be free to communicate with team-mates across four channels: one for everybody on the team, one for the offensive party, one for the defensive party and a 'dead air' channel for eliminated players to lick each other's wounds and discuss where it all went wrong. Naturally, since voice recognition is not a factor, the way you communicate with your team-mates is entirely up to you. You can even pre-program taunts for the opposition.

//Bark orders into a headset mic from a database of over 50 words without pausing the action//

The game's pioneering approach in the fields of online play and voice recognition would be worthless without the core mechanics of a quality third-person shooter in place. Thankfully, Zipper looks like it's in a position to deliver. Reaching a compromise between expansive game arenas and detailed graphics, the development team may have some visual polishing to do, but the animations of the soldiers themselves are impressively authentic: 33 weapons, including all manner of pistols, machine guns, rifles and grenades are included. These are typically split between SEALs and terrorists at the beginning of a multiplayer mission, while you'll learn to pack only the minimum equipment necessary on single-player escapades as is the SEALs way.

SOCOM: US Navy SEALs may not be as glamorous as *Metal Gear Solid 2*, but while both those games share a military theme and a third-person perspective, they couldn't be more different in approach. When you're a US Navy SEAL, mission briefings don't come accompanied by sweeping cameras and soaring strings, you don't encounter enigmatic baddies who specialise in mind control and you certainly don't flirt with female technicians on your codec. While your missions may take you from Alaska to the Congo to Turkmenistan, you don't ever have to fight giant robots or invisible ninjas. *SOCOM: US Navy SEALs* is all about authentic counter-terrorist action and you have to decide if you're hard enough to venture into the online warzone. □



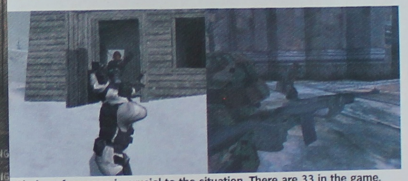
Keep that trigger finger firm – unnecessary fire will reveal your location.



Each Navy SEAL has a unique camo design.



SOCOM's development team boasts a wealth of combat sim experience.



Choice of weapon is crucial to the situation. There are 33 in the game.

HARDWARE

So what of the UK's answer to *SOCOM*? Welcome to SCEE's Soho Studio and a project that currently labours under the knowing title of *Hardware*. "Well, obviously it requires new hardware – the PlayStation 2 Network Adaptor," deadpans Sony's Communication Manager Jason Fitzgerald. Many of the details remain shrouded in a mixture of secrecy and uncertainty. For example, it's probably the only game *OPS2* has ever covered without seeing any screenshots, let alone any moving images. The reason? Full-scale development only started in February.

Nevertheless, SCEE is keen to make everybody aware that Europe's PS2 game developers won't be left behind by the online charge. "What we've tried to do is keep our game basic," claims Fitzgerald. "The simplest online game is a first-person shooter, but there are plenty of developers who make great first-person shooters already, so we decided to make *Hardware* a vehicle combat game using the deathmatch gameplay mechanic. You drive around in jeeps, armoured cars and tanks. There are only three buttons – accelerate, brake and fire. All you do is bomb around picking up health and extra weapons before blowing the shit out of your mates. It is very good fun."

Hardware is set to have a rapid gestation period, largely because it uses previously developed technology in the shape of components from SCEE's game *Dropship*. As Fitzgerald is keen to stress though, that's where the similarities between to the two games end. "It won't look like *Dropship* and it certainly won't play like *Dropship*," he says. "The reason we're using its technology is because at Sony, we're trying to develop games as quickly as possible to a level where we can decide how good they are, rather than spending two years working on a game before realising that it isn't any fun to play." And as you may have gathered, *Hardware*'s passed the 'fun' test with flying colours. We'll bring you the first screens very soon.

HARDWARE SPECS
At-a-glance guide to SCEE's first online title.

Type: Vehicle-based multiplayer combat game.

Modes: Deathmatch and Team Deathmatch are definites. Others, including Capture The Flag and Domination are being considered.

Number of players: Currently tested for 16, but technically designed for 32. The issue here is whether or not players will feel the game is too random and impersonal if 32 players are playing on one level.

Release date: Likely to be a launch title whenever PS2 goes online in Europe, probably at the end of 2002.

Technology: Uses the physics engine and landscape renderer from Dropship.

Distribution method: There is the possibility it will be the first downloadable game for PS2.

Future: If the game is a success, there are plans for its scope to be expanded into another phase, which may or may not involve a persistent online world.



WHAT'S YOUR GAME THEN?

DEVISED BY: PAUL FITZPATRICK/LOU WELLS

You say you like racing games but does your soul yearn to play girly puzzlers? Take our largely accurate, fleetingly scientific test and find out which games you should be playing...

START
So, tell us. Do you like action?
Yes / No

Do you like:
(A) *Direct competition?*
(B) *More of a general challenge?*

Uhuh. Are you:
(A) *A time wasting nimrod?*
(B) *Playing mind games?*

Do you even know what a 'nimrod' is? How about 'muppet'?

You have failed this test. We're very disappointed in you. Please leave.

Is the glass:
(A) *Half full?*
(B) *Half empty?*
(C) *In need of filling?*

Do you like to be:
(A) *In control?*
(B) *Confused and out of control?*
(C) *Somewhere in between?*

Where do you like to play your games?
(A) *On the edge of your seat*
(B) *From behind the sofa*

Given the choice, what would you rather drink?
(A) *Shots*
(B) *White Lightning*
(C) *Stella*
(D) *Old Futtock's Tawny bitter*

So, do you like a well-ordered, gently-paced kind of life?
No / Yes

Why are you reading this question?
(A) *I'm bored*
(B) *I'm stupid*

In all honesty, would you recognise fun if it bit you on the ass?
No / Yes

Time for your puréed apple suppository, grandad.

Do you eat steak?
(A) *Yes! Rare and bloody please*
(B) *No thank you. I'll have the tofu cutlet*

The best way to settle a dispute is with:
(A) *A discussion?*
(B) *A punch in the face?*
(C) *Disembowelment followed by a BBQ with the leftovers?*
(D) *The contents of a Heckler and Koch catalogue?*

What gets your juices flowing more?
(A) *A battle of wills and intellect*
(B) *A battle of death and entrails*

Which is the better brain teaser?
(A) *Chess*
(B) *Rubik's Cube*

What makes you smile more?
(A) *A fluffy bunny*
(B) *A fluffy bunny cornered by insane and rabid hell hounds*

Voulez vous live in a fantasy world?
Yes / No

Which would you rather listen to?
(A) *ABBA*
(B) *Slipknot*
(C) *J-pop*

Which experience gives you the warmest glow?
(A) *The wind in your hair*
(B) *A ball in the box*
(C) *A kick in the pants*
(D) *A Glock in the face*

Which statement best describes what you want to be?
(A) *Top of the table*
(B) *Top of the heap*
(C) *Top dog*

Scrap! A fight breaks out. Do you:
(A) *Throw a punch, wait patiently until your opponent has had a chance to recover and hit you back before taking another swing?*
(B) *Storm in with arms flailing like a Chinook?*



LIFE IS HARD, BUT DAMN! IT'S SO CUTE!
PLATFORMER

So the world looks like a theme park. Doesn't mean it's an easy ride. Oh, no.
We suggest:
1. **Jak And Daxter** #015 9/10
2. **Klonoa 2: Lunatea's Veil** #013 8/10
3. **Maximo** #018 8/10



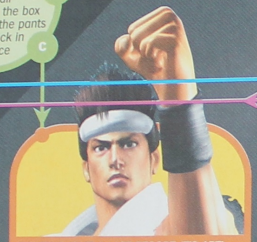
YOU'RE HAVING A BALL.
SPORTS SIM

Competition transforms any activity into a fight to win. Game on and on...
We suggest:
1. **Pro Evolution Soccer** #014 9/10
2. **Madden NFL 2002** #013 9/10
3. **SSX Tricky** #015 9/10



WHO'S IN THE REAR-VIEW? EVERYONE!
RACER

What's a thousandth of a second? The difference between winning and losing.
We suggest:
1. **World Rally Championship** #014 9/10
2. **Gran Turismo 3: A-Spec** #009 9/10
3. **WipEout Fusion** #016 9/10



FIGHTING ISN'T A LAST RESORT, IT'S ART!
BEAT-'EM-UP

You know that the fight is won by the fist and mind working in total harmony.
We suggest:
1. **Virtua Fighter 4** #019 8/10
2. **Tekken Tag Tournament** #001 8/10
3. **Capcom Vs SNK 2** #015 8/10



LET US PLAY, BY THE MACE OF TRAYGOR!
RPG

What could be better than a merry band of travellers on an epic quest?
We suggest:
1. **Final Fantasy X** #020 8/10
2. **Baldur's Gate** #015 8/10
3. **Summoner** #004 8/10



TODAY COULD LEAD YOU ANYWHERE...
ADVENTURE

When it comes to playing games, you know the journey is the destination.
We suggest:
1. **Metal Gear Solid 2** #017 10/10
2. **Devil May Cry** #014 9/10
3. **Ico** #018 9/10



TWIN BARRELS OF LAUGHS FOR YOU.
SHOOTER

Happiness is a warm gun and a full clip. Diplomacy is for cowards, right?
We suggest:
1. **Half-Life** #014 9/10
2. **Jedi Starfighter** #019 8/10
3. **TimeSplitters** #001 9/10



LIVE FOR MENTAL BLOCKS? GRAB A...
PUZZLER

Screw realism, you want a pure fix of addictive gameplay in full colour.
We suggest:
1. **Aqua Aqua: Wetrix 2.0** #001 7/10
2. **Tetris Worlds** #021 7/10
3. **Worms Blast** #019 8/10

TEXT: SAM RICHARDS

RAISING THE PLATFORM

Is there any life left in the game genre that involves fluffy creatures exploring fantasy worlds by leaping from ledge to ledge that is often called the platformer? The answer is yes, and the two US developers responsible for future PS2 hits *Ratchet & Clank* and *Sly Raccoon* are living proof.

Mention the concept of a platform game and you immediately think of Mario, Nintendo's daft mascot, who made his name by leaping between ledges and over obstacles in the early *Donkey Kong* handhelds and kept jumping throughout a series of NES, SNES and Game Boy games. When Mario eventually emerged in 3D on the N64 the genre name 'platformer' stuck, despite the fact that Mario was now doing a lot more than just jumping between platforms. Suddenly the title 'platformer' was attributed to any game too cute to be called an action/adventure: *Crash Bandicoot*, *Spyro The Dragon*, even the hugely varied *The Legend Of Zelda*.

Developers such as Insomniac (creator of *Spyro* and now *Ratchet & Clank*) may prefer the term 'character action', but the name 'platformer' has stuck, even into the PS2's third place. More often than not it is now used dismissively, because obviously all gamers are into Uzis and Imprezas and far too grown-up to be controlling a fluffy bipedal animal who doesn't even kill anything.

Wrong. *Jak And Daxter*, the best PS2 game so far to suffer the ignominy of platform pigeonholing, is brilliant. Now there are two games in development under the Sony America (SCEA) banner that take *Jak And Daxter*'s approach – cool cartoon graphics, expansive gameplay, *Toy Story*'s universal sense of humour – and refine the sense of pure gaming fulfillment still further.

RATCHET & CLANK

Sadly these type of games do tend to be saddled with dumb names and unloveable animalesque characters with big ears. With Insomniac's *Ratchet & Clank* however, you could be controlling a walking latrine with the head of Margaret Thatcher, and once you'd given it just a short playtest, you wouldn't be able to put the joypad down. *OPS2* were given the opportunity to go hands-on with the game at Insomniac's Los Angeles studios, and even in unfinished form, we had to be dragged away from the TV. We even began to warm to the over-egged story line.

//Even with the game in unfinished form, *OPS2* had to be dragged away from *Ratchet & Clank*//

Briefly, Ratchet is a wise-ass mechanic of indeterminate species, with a dream to travel the galaxies in his own spacecraft. Crank is a sentient robot escaping from a tyrannous regime who crashlands on Ratchet's planet. Ratchet's not interested in saving the universe but Clank carries a vital component he requires for his spaceship. The pair strike a deal: with Ratchet providing the brawn and Clank (who rides on Ratchet's back) the brains and the gadgetry, the pair set off on a momentous adventure.

The game does bear a striking resemblance to *Jak And Daxter* (created by Insomniac's friends and LA neighbours Naughty Dog) but *Ratchet & Clank* is another



Ratchet's Slingshot swing jump is a very cool feature.

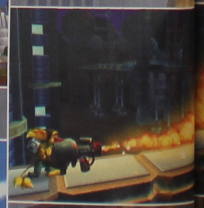






Droids and sand devils? Use the fiery Pyrocitor.





The solid 3D environments are absolutely huge.





Let's hear it for the big-eared, furry mechanic-turned-hero we call Ratchet.



It looked cute – until Ratchet kindly stoved its head in.



Q&A



RATCHET & CLANK
TED PRICE,
President, Insomniac Games

***When describing Ratchet & Clank*, you seem to be avoiding the word 'platformer'. Is that deliberate?**
We've made a habit of saying 'character action game' because while there are platforming elements here, there are also elements taken from RPGs, adventure games and from other genres. We've introduced so many new aspects to what people would typically consider to be a platform game. The reason I like using the phrase 'character action' is because those two words perfectly describe the most important parts of this game. 'Action', because a lot of the game is about using weapons, fighting enemies and blowing stuff up. Then 'character', because Ratchet and Clank are both very compelling characters.

Was there any pressure from SCEA to try to design a mascot in the mould of Crash Bandicoot, who proved a great ambassador for PSone?
Sony wanted the same thing as us – to utilise the foundations of the Spyro series to take the character action genre in a different direction on PS2. We are hoping that Ratchet will have a worldwide appeal.

How do you feel about entering a market where the most popular games are *GTA3*, *Max Payne*, *State Of Emergency* and *MGS2* – mature games with lots of guns and gore?
These are good games and I enjoy playing them myself. They aren't the type of games that we would ever make, but I think that the public have embraced them because there haven't been many alternatives.

The question I get asked a lot is, 'why haven't the character action games been as popular this time around as they were on previous platforms?' And I think the answer is that there haven't been that many as yet. I think *Jak And Daxter* was the first solid character action game to come out. Later this year, I think you're going to see a shift in the market. The M-rated games [15+ games in the UK] will always be popular but I think there's plenty of room for character action games and that the public just hasn't had the opportunity to buy a whole lot of them.

How do you balance your game for a range of ages and tastes?
I think, with us, it's the weapons. When people see the amount of destruction they can cause in this game, it'll be attractive to pretty much anybody who has enjoyed the M-rated games. We've done focus tests on this game already and the older audience is attracted to the weapons and to the complexity of the macro design. This game is very deep and so it has a lot for the hardcore player but at the same time, it's very accessible to anybody picking up a joypad for the first time.

RATCHET'S GADGETS
One of the best features of *Ratchet & Clank* is the design of its cool cartoon sci-fi weapons and gadgetry. Here are some of the early finds.



1. Bolt Blaster. The basic projectile pistol.

2. Bomb Glove. Lobs grenades towards enemy.

3. Pyrocitor. Highly satisfying flamethrower.

4. Helipack. Allows you to leap further and higher.

5. Slingshot. Fires attachable harpoon.

evolutionary step forward. The 3D environments are truly massive and more varied, ranging from cityscapes recalling a cute *Fifth Element* to underwater caves and moonlit deserts to sinister manufacturing plants, all packed with life and detail (and that's just the first three levels).

R&C has more claim to call itself an action game than most of its ilk, due to Ratchet's prowess with a weapon. He begins by lobbing bombs and using his Wrench as a boomerang but soon progresses to the Bolt Blaster and the very cool Pyrocitor. All weapons are deeply satisfying to use and the vast variety of enemies you encounter, from bog-standard droids to automated fighter jets to the vicious, piranha-esque sand devils, make rapid battle strategy a necessity.

Even more exciting than the cartoon-style sci-fi weapons are the gadget upgrades you can buy when you collect enough Bolts (the game's currency). First, a Helipack allows you to jump further and higher to reach previously inaccessible areas. Secondly, a very cool Slingshot will pull you up to designated platforms, or let you swing Spidey-style across gaping chasms. Making a double Slingshot jump is one of the trickiest, but most fulfilling, challenges of the early levels.

//R&C plays like a best-of every platformer you've ever known, with a little extra besides//

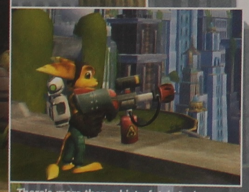
Each area is packed with secrets and short cuts, with at least one Golden Bolt hidden on every level. These can take real daring and ingenuity to find, and sometimes only a gadget collected on a level further on in the game will allow you to find everything on offer.

Ratchet & Clank plays like a best-of every platformer you've ever known, with a little extra besides. The difficulty level ramps up perfectly – new weapons and gadgets are introduced regularly to keep the game fresh, but not before you're ready to handle a new challenge. *OPS2* played for over two hours, but only had time to visit three of the game's 15-plus planets and filled just a handful of slots in the huge inventory.

The name may be off-putting and the story may be daft, but SCEE will be working hard to push the merits of the highly-promising *Ratchet & Clank* come the autumn. A game this lovingly designed is really going to deserve a massive audience. Oh, and there's also a character called Skid McMarx.



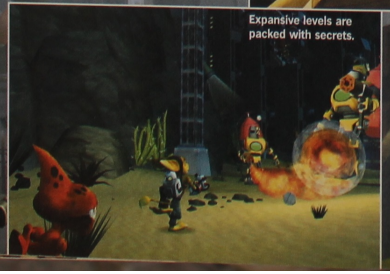
He's got a cannon for an arm, but you've got the Pyrocitor...



There's more than a hint of *Jak And Daxter* about the characters.







Expansive levels are packed with secrets.

SLY RACCOON

Sly Raccoon may not quite boast the visionary game design of *Ratchet & Clank*, but it does impress with its instantly appealing visual flair. Inspired by cel-shading but not a slave to the flat surface, the game utilises a clever lighting and volume rendering system, as well as a bold use of colour to achieve its overall effect. Your main man Sly is a thief and he prefers to operate at night, but the developer didn't want to shroud the screen in a *Silent Hill*-style blackness. Instead, the environment shimmers with a shade of moonlight blue, allowing for a confident cartoon style to emerge.

The studio behind *Sly Raccoon* is the Seattle-based Sucker Punch, previously responsible for little-known N64 title *Rocket: Robot On Wheels*. SCEA obviously saw something it liked and signed up the developer to create a similarly cute title.

However, the development team seems wise to the ways of the PS2 audience, knowing that you can't get hardened FPS fans to look beyond the fluffy characters without attractive gameplay features. Sly converses with the Otacon-esque Bentley via a codec device, he sneaks past patrolling guards, searchlights and laser beams like Snake, and he can even perform a leap and roll attack in Bullet Time. Eschewing the simplistic one-button attack dynamics that often blight platform games, Sly learns moves as you progress, gradually amassing a formidable repertoire of attacks to deal with increasingly fierce enemies and bosses.

//Sly prefers to operate at night, so the environment shimmers with a shade of moonlight blue//

Naturally, areas are full of booby traps for Sly to evade in a comic manner reminiscent of Looney Tunes cartoons. To avoid the stun darts triggered by a floor pad, you've got to leap inside a barrel. You can run along inside the barrel, but when the searchlights sweep the area, they'll only ignore you if you stop dead. And if the fire-cannon blasts you, the barrel will char and disintegrate.

Other clever gameplay features include Sly's ability to use his crook to hook onto ropes or hoops and swing along. Each level introduces new devices for you to learn at a natural, progressive pace. In terms of game design, *Sly Raccoon* is once again impeccable, featuring a thoroughly natural camera (with manual view if required) and a commitment to providing a full-screen, full-speed PAL conversion.

Again, *Sly Raccoon*'s story, involving Sly's mission to rescue his family's ancient Thevious Raccoonis from the clutches of villains even more dastardly than he, is a load of hokum best ignored. But both Sucker Punch and Insomniac are game designers first and story-tellers second and it would be a shame if these two captivating titles are dismissed purely because of their child-oriented stylings. Truly, these will be games for all the family. Just don't call them platformers. □

Q&A



SLY RACCOON
BRIAN FLEMING,
Producer/Co-Founder, Sucker Punch

How do you feel about entering the platform or 'character action' game market on PS2? Our first game – Rocket: Robot On Wheels – was a platform game and also an action game. I think we were blissfully ignorant at that point about how hard it was to introduce a new character in the genre. We understood that you have to produce great art, great sound, great technology, that you have to have great controls and a great character.

What we didn't understand was that you also have to have a commitment from a publisher to introduce a new character. It requires a really big effort and input from all sides to create the perfect character.

Just how important is it to get the character right?
It's unbelievably important, because the character sells the game. We've done focus groups and people really seem to like Sly. They get who he is, they understand what's going on, they just think he's cool and that's a good thing to hear. We also ask them to draw the character half an hour after they've seen him, so that we can figure out what it is they remember and make sure those are the things that define his personality. With Sly, it's the tail and the mask.

Why a raccoon?
It's difficult to say, but we just loved the idea. The reality is that he doesn't look anything like a raccoon but then Crash looks nothing like a bandicoot.

SCE's big game in the genre last Christmas was Jak And Daxter but it didn't perhaps sell as well as hoped. Do you feel that the market will have changed a year on?
First of all, I would never define Jak And Daxter as a game that didn't sell well. The game has sold extraordinarily well by my standards – it may not be four million units worldwide but that's not my criteria for success. Also, right now, Jak And Daxter is the only good platform game out there.

Having read about the projects underway at other companies, I still think that the market is very vibrant, very alive – it's just hard to make good games of this sort and as the standards go up it gets harder still. Even the king of platformers, Nintendo, doesn't have a great one out on Gamecube yet. So it's a tough business and I do think that *Sly Raccoon* will be very successful. We're still big believers in the idea that if it's a good game, it will sell.

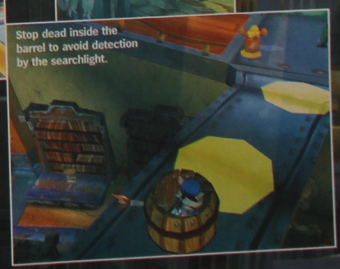


The barrel protects Sly from dart attacks.



Leap from heights to clobber dumb enemies.





Stop dead inside the barrel to avoid detection by the searchlight.

Explore the all-new Jedi Starfighter

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PlayStation.2

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PlayStation.2 OFFICIAL MAGAZINE-UK

»REVIEWS

The only game reviews worth reading

Reviews Charter

FACT: *OFFICIAL PLAYSTATION 2 MAGAZINE*'s reviews are the best in the business. Our crack squad of reviewers play the games longer, harder and better than anyone else – take a look at the screenshots in each review for proof. Rather than a few images from the first two levels or some replay footage, our review pages show we've played the games to bursting point.

It's this dedication that means you can trust our scores above anyone else's. Whether a game's superb or sewage, our experts will tell it like it is with buckets of opinion rather than a few cheap gags and some PR nonsense. Our experienced reviewers have written for the likes of *Edge*, *DC-UK*, *Official PlayStation Magazine*, *Super Play*, *PSM2*, *PC Gamer*, *GamesMaster*, *ZZAP!*, *Games Radar*, *N64* and *Sega Power* so you know these are opinions you can trust.

Next time you head off to spend your hard-earned cash on a PlayStation 2 game, make sure you read our reviews first.

Review Ratings

Here's what our review scores stand for:

10/10 Nigh on revolutionary. A game that could change the face of gaming forever
9/10 A truly astonishing game. If you have a PlayStation 2, you need this now
8/10 Highly recommended
7/10 Good, solid fare that's definitely well worth a look
6/10 Better than average, and ideal for hardcore fans of the genre
5/10 An average game
4/10 Poor, but still with the odd moment
3/10 Extremely disappointing
2/10 To be avoided
1/10 Beer mat

The OPS2 Awards

We don't hand out high scores for nothing so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes.

PlayStation.2 GOLD
The Gold Award is a rare gem and only to be given to PS2 games that score that magic 10/10. The only game to get Gold is MGS2. Too right!

PlayStation.2 SILVER
The Silver Award is for games that receive 9/10. If you see this, it's a sign of star quality, indicating that you should buy this game now!

PlayStation.2 BRONZE
The Bronze Award is for games that score 8/10. These games are highly recommended and are 100% guaranteed to satisfy.



SPIDER-MAN **082**
Does whatever a spider can, y'know. The webbed wonder swings onto PS2.



MOH: FRONTLINE **088**
Who said war is hell? Bashing the Bosch is jolly good fun – as the latest instalment in the *Medal Of Honor* series conclusively proves.

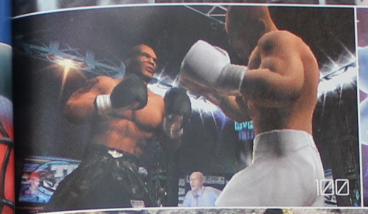
2002 FIFA WORLD CUP **092**
Football's coming home… Just six months after the last *FIFA* release, is this *World Cup*-tagged update worthy of your support?

SMASH COURT TENNIS **094**
Is this latest racquet-based sim the 'smash' the title suggests, or shouldn't you be 'court' dead with it?

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COMMANDOS 2 ..... **096**
Don the camouflage gear, slap boot-polish on your face and slip behind enemy lines. Don't forget your gun.

MIKE TYSON HEAVYWEIGHT BOXING **100**
GITAROO MAN **103**
REDCARD **105**
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PS one™

The latest titles for the little grey fella

RAYMAN RUSH **115**
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DVD/INTERNET/PRINT/MUSIC

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DVD TOP 10 ..... **120**
The top ten World Cinema DVDs just waiting to be bought.
INTERVIEW **122**
Electro-house duo FC Kahuna give it some lip.
INTERNET **122**
BOOKS/MAGAZINES **123**
MUSIC **123**

Introducing...

Meet the faces behind the reviews.



Lou Wells

This month, we decided to give our baton-wielding production lady a break from correcting our terrible grammatical errors and let her loose on *Tetris Worlds* (see page 108). Now we're having trouble prising her away from the controller, and so wouldn't be completely surprised if the magazine ends up ful ov stoopid speling misteaks.

Games of the month: *"Smash Court Tennis* and *Tetris Worlds*, they're so addictive."

Can't wait to play: *"Project ZERO*, from behind the sofa, with the lights on!"

RECOMMENDED

The games to get and the games we can't wait to get.

Still playing


FINAL FANTASY X
OPS2# 20, 8/10
As epic as gaming gets. We reviewed it last issue, but it's only just made the shops.


DEUS EX
OPS2# 20, 9/10
This free-roaming sci-fi shooter is deeper than the Marianas trench. But not as wet.


LMA MANAGER 2002
OPS2# 19 8/10
Proves that the men who win footy games aren't necessarily on the pitch...

Can't wait to play


TEKKEN 4
Preview, page 016
What hope can there be for world peace when the Tekken crew are around?


GUNGRAVE
Spy, page 037
Sega's upcoming fast-paced, third-person shoot-'em-up has set our pulses racing.


RATCHET & CLANK
Feature, page 034
This cartoony platformer looked so good, we flew to the States just to play it.



Battling the Green Goblin high above NY. The Camera Lock keeps him in view.

CAMERA LOCK

ON THE DVD



(Above) Tobey Maguire provides the voice-over for the CG version of his Spidey self.

SPIDER-MAN

He catches thieves just like flies, but can he capture the imagination of PS2 gamers?





Some levels pit you against a ticking time limit – ie, Spider-Man vs a collapsing building.

Publisher: Activision
Developer: Treyarch
Price: £39.99
Players: 1
Out: 7 June
Web site: www.universeofheroes.com/game_themovie.html
60Hz mode: Yes
Widescreen: Yes
Surround sound: Yes

Back story

Spider-Man is one of the better superhero games to have appeared on a console. The wall crawler has appeared in two games on the PSone – Neversoft's classy *Spider-Man* and the Vicarious Visions-coded sequel *Enter Electro*. The PS2 *Spider-Man*, based on the movie blockbuster, has been developed by Treyarch, the chunk of Activision who are also working on *Minority Report*, a game based on the Tom Cruise sci-fi spectacular of the same name.

Spider-Man has the enviable reputation of being one of the only comic book superheroes to appear in a *good* videogame. Other spandex-wearing, caped crusaders have yet to make such a successful leap from speech-bubble art to pixel perfection. After two outings on PSone – *Spider-Man* (Neversoft) and its disappointing sequel *Spider-Man 2: Enter Electro* (Vicarious Visions) – Activision turned to Treyarch for the wall crawler's first PS2 outing. The fact that this next-gen incarnation of *Spider-Man* spins off from one of this summer's biggest movies only raises its profile higher. It's probable that Columbia TriStar and Activision can smell a Spidey franchise wafting their way. This may be the first Spidey game on PS2, don't expect it to be the last.

Based on and around the events of the film (starring Tobey Maguire, Kirsten Dunst and Willem Dafoe) Activision's game tells the familiar comic book tale. When a radioactive spider bites Peter Parker, a student and amateur photojournalist, his DNA takes on key arachnid characteristics while ignoring any unsightly physical side effects. Thankfully, he doesn't become obscenely hairy, grow six extra legs and spin webs from an arse the size of a spacehopper – this would surely hamper any plans for a secret identity and might make it difficult to fit through doors. Instead, Parker discovers that he can fire webbing from his wrists

//Thankfully, he doesn't grow six legs and spin webs from an arse the size of a spacehopper//

(employing a little artistic licence from the comic book creation in the film to allow him to swing Tarzan-like through the urban jungle), cling to walls, lift several times his own body weight and telepathically sense danger. Considering the hirsute, eight-legged alternative, he's ecstatic.

Like the movie, the game not only explains how Parker gains his powers, but also how he actually becomes Spider-Man. After Parker 's Uncle Ben is murdered, the young superhero embarks on a crusade to find and catch the killer. It's at this point that the game begins. Dressed in a homemade outfit (a costume that he'd been using to fight for money in wrestling matches) Spider-Man swings across the New York cityscape, seeking out gang members who can lead him to his target. But what begins as a personal vendetta slowly evolves into a much bigger story, pitting Spider-Man against legions of goons, killer robots and a string of costumed supervillains. Fighting to save those he loves, Peter Parker quickly learns one of Spider-Man's core beliefs: "with great power comes great responsibility."



Not only do the goons you face get tougher, they fight in groups.



Spider-Man, or the 'Amazing Spider-Man' to be exact, poses for Marie Claire...

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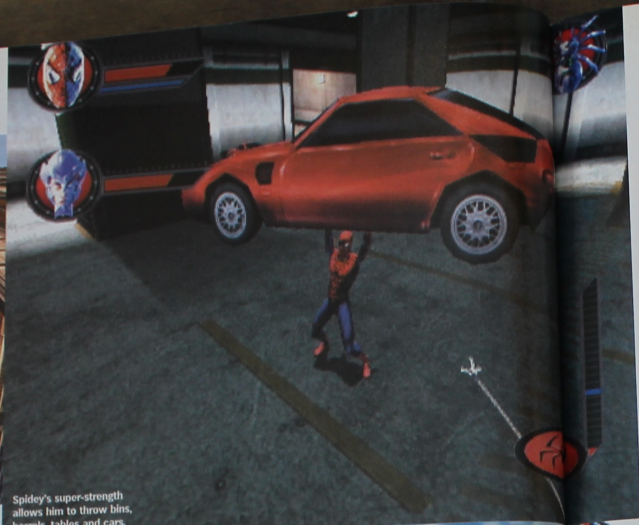
SPIDER-MAN, SPIDER-MAN!

Not everyone is a comic collector. It is possible that your first encounter with *Spider-Man* was courtesy of the old cartoon series. Catchy theme tune as we recall.

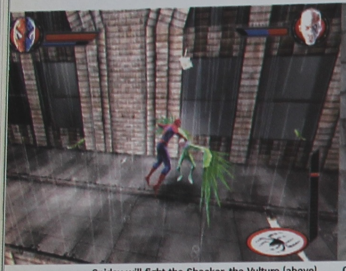
Spider-man, Spider-man,
Does whatever a spider can.
Spins a web, any size,
Catches thieves, just like flies.
Look out! Here comes the
Spider-man!
Is he strong? Listen, Bud!
He's got radioactive blood.
Can he swing from a thread?
Take a look overhead.
Hey there, there goes the
Spider-man!
In the chill of night,
At the scene of the crime
Like a streak of light,
He arrives just in time,
Spider-man, Spider-man,
Friendly neighbourhood Spider-man,
Wealth and fame, he's ignored.
Action is his reward.
To him, life is a great big bang-up.
Wherever there's a hang-up,
You'll find the Spider-man!



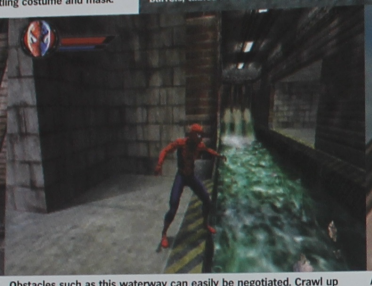
At the start of the game, Spider-Man is dressed in his home-made wrestling costume and mask.



Spidey's super-strength allows him to throw bins, barrels, tables and cars.



Spidey will fight the Shocker, the Vulture (above) and the Scorpion before facing the Green Goblin.



Obstacles such as this waterway can easily be negotiated. Crawl up the walls and over the ceiling or use Spidey's web to swing across.



Aerial battles play a large part on the exterior levels. If you stay on the ground you're a sitting duck. So swing.



Infiltrating OsCorp. Avoid the guards and the security cameras.

If you've played any of the PSone *Spidey* titles, this level-based, web-slinging third-person action adventure will feel comfortably familiar. Split into 23 stages (linked by plot-cranking animated cut-scenes) *Spider-Man* features an array of exterior and interior locations: free(ish)-roaming battlescapes for an array of missions that feature ground-based combat and aerial chases, stealthy infiltration and search and rescue operations.

TEENAGE MUTANT NINJA HERO

Of course, what sets Spider-Man apart from your typical action beat-'em-up is the extra skills that the ceiling-clinger brings to the party. An extensive Training section is on hand to teach you how to use and make the best of Spidey's powers. The basics are easy to get to grips with – the left analogue stick controls movement, a compass shows the direction of objectives/targets, while a height meter is included to help you measure your position in the outdoor environments. In the top-left of the screen, you'll also find Spidey's health and web gauges – both can be replenished by collectable power-ups. Although the movie imbues Spider-Man with organic webbing, the game uses the web fluid system found in the comic books. It improves the gameplay – with a limited supply of webbing, you must think before you swing.

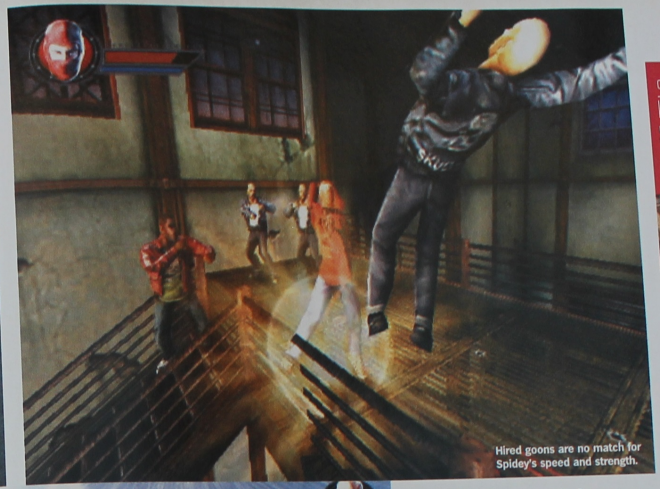
As far as web-slinging's concerned, Spider-Man can use his web-shooters to swing across the city (or room) and to create a zip-line which can attach to a surface and quickly pull him in. In addition to these movement-based skills, Spidey can use his webbing to tie up enemies, to generate hardened Web Gloves or to create a protective Web Dome. Webbing can also be concentrated and fired like a bullet and used to yank people off their feet. These skills are used in conjunction with basic kick and punch moves that form the basis of 21 combo attacks. Only two of the combo attacks are available to Spider-Man at the start of the story, but by picking up Golden Spider symbols found throughout the game, you can slowly learn more.

With all the combos and web attacks, there's a lot to remember. But with practice, you'll be able to pull off a dramatic Scissor Kick or High Stomp before escaping up to the ceiling using the zip-line. From here, you could swoop across the room, kicking goons aside as you swing. Or crawl to a point directly above an enemy, drop down onto his shoulders and then flip him backwards like a WWF wrestler. It's very satisfying. To make things even more interesting, Spider-Man can also pick up and throw objects that he finds in the environment around him – car tyres, potted plants, barrels, even small cars. With gang members (some carrying guns) attacking in groups of five or six, and a collection of supervillain boss-battles that include Shocker, the Vulture, the Scorpion and the Green Goblin, you'll need to use all of your skills if you're going to survive the later levels.

MAKING SPIDER-SENSE OF IT

Spider-Man essentially delivers two different types of game in two different locations – interior and exterior. In the interior missions, Spidey often has to fight off criminal gangs or killer robots while solving simple puzzles (ie, flick switch A to turn off barrier B, or find five pieces of code from five different computers). But to its credit, Treyarch mixes up the action, challenging you to rescue civilians on one level, or to stay undetected on others. In one encounter, after chasing the supervillain Shocker through the New York subway, you'll fight him in a huge indoor setting pitting Spider-Man's webbing against the Shocker's amplified vibro-shockwaves. In another, you'll climb the inside of a tower to reach the Vulture's hideout as it collapses all around you.

Providing a good contrast are the exterior levels, set amongst the skyscrapers of the Big Apple. Using his web-slinging skills, Spider-Man can swing through the towering buildings high above the traffic moving in the streets far below. Ignore the fact that Spidey's webs seem to attach

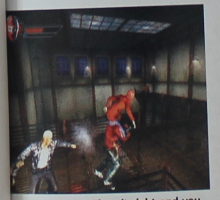


Hired goons are no match for Spidey's speed and strength.



You must knock the Vulture out of the air.

//Spidey can pick up and throw objects he finds – plants, barrels, even small cars//



Time it right and you can land on the back of an opponent.

SECRET IDENTITIES

End of a level points are awarded for combat style (ie, the variety of moves used), the completion of a level, the perfect completion of a level (ie, not getting hit) and for stealth. Ultimately, you can spend these points to unlock the game's many extras and secrets.



Go Green
Complete the game on the Hero setting (that's the third of four difficulty levels) and you get to replay all of the missions as the Green Goblin – Harry Osborn investigating his father's death.



Bowled Over
Earn enough points and you can unlock an extra Training level, called Pinhead Bowling. Use webbing to swing down a bowling alley in an attempt to kick over tied-up thugs.

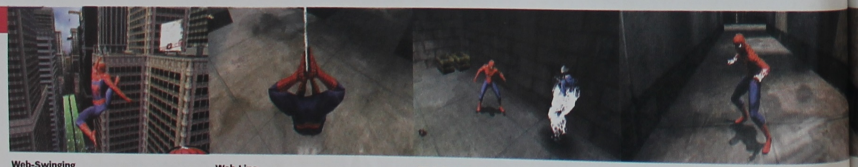
PRODUCTION ART



Art Attack
Completion of the game on the lower difficulty levels allows you to unlock production artwork, concept art and the full range of in-game animated cut-scenes.

USING THE WEB

Spider-Man's unique abilities form a core part of the game, allowing him to travel across the city or to gain the edge in combat against his enemies. Welcome to the wonderful world of web-slinging.

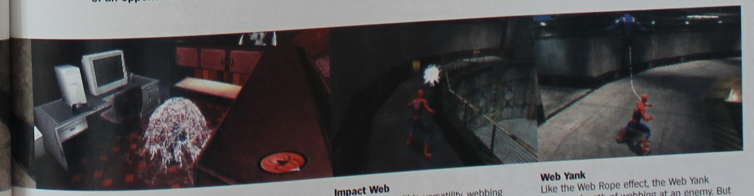


Web-Swinging
Spider-Man's web-shooters are mostly used to swing him Tarzan-like across the city. While swinging, you can change direction, speed up, or break the web line and fire it again in another direction to quickly change Spider-Man's aerial route.

Web Line
Spider-Man can use his webbing to pull himself up or across to ceilings and walls. He can also hang upside down on a single thread of webbing. This allows him to slowly drop down to the floor or to scout rooms before he enters them.

Web Rope
By aiming his web-shooters at an enemy, Spider-Man can fire a length of web that wraps tightly around the target like a rope. The effect is only temporary (the target will struggle free). Webbing can also be used to provide support for damaged structures.

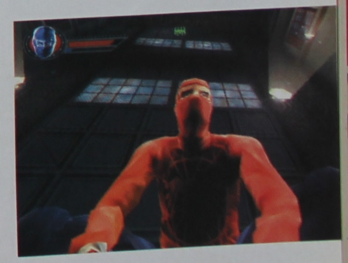
Web Gloves
Spider-Man's webbing is very strong and one of your options during combat is to create a pair of Web Gloves – Spider-Man covers his hands in webbing that hardens to double his punch-power.



Web Dome
As a defensive measure, Spider-Man can also create a Web Dome. This temporary shell uses the strengths of his webbing to protect Spider-Man from attack. When the dome is shattered, the resulting shockwave can knock enemies off their feet.

Impact Web
Due to its incredible versatility, webbing can also be used as a projectile. The Impact Web mode compacts webbing into small 'bullets' that can then be fired at distant enemies. This attack is very effective against flying targets.

Web Yank
Like the Web Rope effect, the Web Yank shoots a length of webbing at an enemy. But instead of binding them, Spider-Man uses the webbing to pull an enemy towards him. Done correctly, you can use it to throw goons from rooftops.



SUPERVILLAINS

Throughout his superhero career, Spider-Man has faced many a costumed nutter. Doctor Octopus, the Rhino, the Sandman and more. In this game, he comes mask-to-mask with:



The Shocker
Dressed in a brown and yellow outfit, the Shocker gains his power from the two vibro-shock units on his wrists. Formerly a small-time thief, the Shocker invented his vibro-shock technology to shake safe doors off their hinges. He can also use it to break through walls and to amplify the strength of his punches. Don't let him get too close.



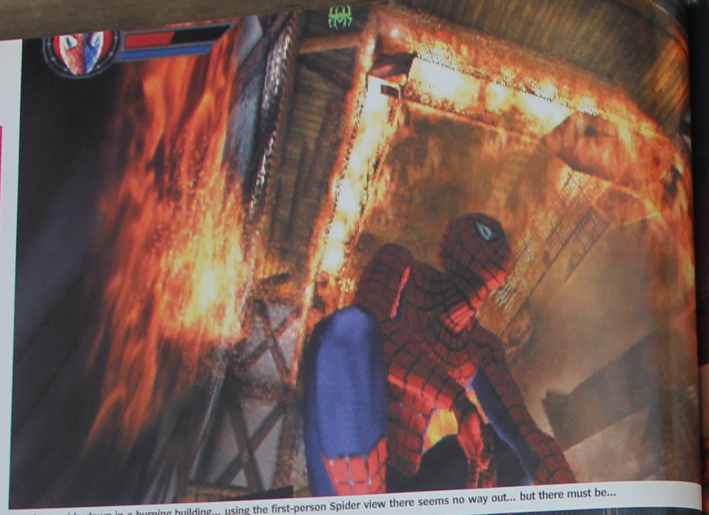
The Vulture
Although his green costume has wings, the Vulture uses an electro-magnetic harness to actually fly. The wings are used to direct his movement and, according to Tom DeFalco's *Spider-Man: The Ultimate Guide*, they allow the Vulture to reach speeds of over 90mph and to rise to a height of over 11,000 feet.



The Scorpion
Daily Bugle Publisher J Jonah Jameson financed the creation of The Scorpion in an attempt to create a hero more powerful than Spider-Man. Wearing the special suit, The Scorpion's main weapon is a powerful tail which fires energy blasts and can also be used to bludgeon his enemies. He's powerful and quick.



Green Goblin
Head of super-company OsCorp, Norman Osborn became the Green Goblin after his exposure to a nerve gas designed to increase human strength and intelligence. Unfortunately, the gas turned Osborn insane. He then turned to a life of crime, riding the skies above New York on a jet-powered glider, armed with pumpkin bombs and missiles.

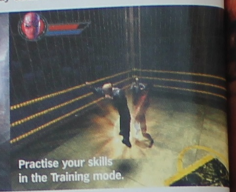


Hanging upside-down in a burning building... using the first-person Spider view there seems no way out... but there must be...





The Shocker's shockwaves...



Practise your skills in the Training mode.

//Leap off the top of a building and freefall before shooting a web line to stop your fall//

themselves to clouds as he swoops across the city. These levels are some of the best in the game. Spider-Man can adjust his height while swinging, even break his web, change direction and start swinging again. There are moments when you can leap off the top of a building and freefall before shooting a web line to stop you plummeting to the sidewalk below. On these levels, you'll chase the Vulture across the city, race against time to defuse bombs hidden on ledges, and fight aerial battles against the Green Goblin as he flies on his jet-powered glider. The word 'frantic' barely begins to describe it.

Despite the new aerial feature, Treyarch has played it safe with *Spider-Man*. The game doesn't do anything radical. Instead, Treyarch has built on the strong foundations of Neversoft's original, enhancing the basics and jazzing up the graphics to reflect the leap in processing power. Because of its links to the movie, the game rarely strays far from the 'Spider-Man vs Green Goblin' story line. But while they restrict the plot, these same links have allowed Treyarch to use Tobey Maguire and Willem Dafoe for the voice-overs, providing a slick touch to the game. The lush cinematics and beautiful 3D make for a stylish experience.

With 15 detailed Training modules, four difficulty levels, secret areas and unlockable bonus elements (such as Spider-Man Pinhead Bowling) to enhance the replay value, *Spider-Man* is meaty enough. But the game is rigidly level-based and much of the environment you see is off-limits. Yes, you can happily swing around the rooftops, but you can't just drop down to ground level, where cars are jammed bumper-to-bumper on inaccessible avenues.

With more time, perhaps, and without the shackles of a movie licence, *Spider-Man* would have benefitted from a *GTA3*-style free-roaming cityscape: the ability to explore, picking up the plot whenever you like, listening into police frequencies, catching criminals as they robbed banks, stopping car chases, rescuing suicide jumpers as they swan-dived into concrete chasms. But the constant fighting is repetitive and the enemy AI is often poor. As fun as *Spider-Man* is, it somehow feels like a missed opportunity.

Essentially, *Spider-Man* doesn't give you anything you don't expect. And perhaps that's its biggest problem. The action is engaging, but the levels can be too short. The ability to climb walls and hang from ceilings puts a refreshing spin on the action adventure genre, while the combo attacks, scoring system and bonus extras make it well-worth playing. But it's hardly an 'amazing' *Spider-Man*. It's more an 'above-average' or 'tries-hard-could-do-better' *Spider-Man*. ☐ Dean Evans



Fix damage with webbing.

The goons are gone. Enter the killer robots. Lots and lots of them.

SPIDER-MAN

Why we'd buy it:	Why we'd leave it:	If our expectations were on the 123rd floor of a skyscraper, *Spider-Man* clings to the side of the building at the 95th floor.
- It's a fun superhero action adventure - Great style and presentation - Good replay value	- Rigidly level-based - Not much of an improvement on the PSone version	

Graphics	Detailed environment and character graphics	08
Sound	Voice-overs from Maguire and Defoe	07
Gameplay	Repetitive, saved by combos and Spidey skills	07
Life span	Play it again (and again) to unlock bonuses	07

07

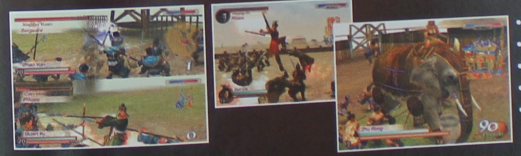
PlayStation.2 VERDICT

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One baffled soldier wondering where the hell that bullet just came from. Priceless.





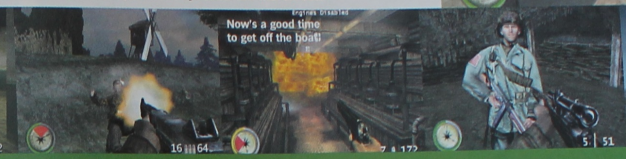




Who's quicker on the draw? If your gun sticks, you can always batter him with the butt.









ON THE DVD

MEDAL OF HONOR: FRONTLINE

Fight them on the beaches, the landing grounds, the fields, the streets and the hills. And never surrender!

Publisher: EA
Developer: EA LA
Price: £44.99
Players: 1
Out: 7 June
Web site: www.mohgame.com
60Hz mode: No
Widescreen: No
Surround sound: Yes

Back story
First launched in 1999 on PSone, *Medal Of Honor* was the collective brainchild of Film Director Steven Spielberg and Dreamworks Interactive, a subsidiary of his Amblin Entertainment production company. It was a vision that Spielberg had in 1995, while shooting his Oscar-winning wartime epic, *Saving Private Ryan*, which prompted him to found Dreamworks for the sole purpose of making his dream a reality. The aim was to produce a game that could present the story of the heroic efforts of the allied forces in WWII to a younger audience. As such, all of the events in the game were real, as were the locations and weapons, so players could actually live out the experiences of their ancestors and not just be bored stupid by hearing about them at Christmas.

A seemingly endless influx of green-eyed aliens, fang-faced vampires and cigar-chomping drug barons have strayed into our cross-hairs over the recent months. We've plugged away, trigger finger pumping like a well-oiled machine, but no satisfaction has been gleaned from the considerable body count mounting up before our eyes. Not *real* satisfaction, anyway.

You see, there's simply nothing in videogamedom as immensely satisfying as shooting down legions of authentic Nazi soldiers. Okay, so maybe those of us born on the right side of the war have no real first-hand reason to be pissed off with the Germans, but the patriotic pride passed down through the generations by those who toiled against the Nazi threat still burns.

Many have come to love such satisfaction in EA's brilliant *Medal Of Honor* and *Medal Of Honor: Underground* on PSone. And now, like a flaming zeppelin on a crash course to oblivion, *Medal Of Honor: Frontline* is set to explode onto your PS2.

D-DAY

The PSone games were so well structured that we initially believed any alterations to the PS2 version would be purely cosmetic enhancements. How wrong could we have been? The game starts in the best possible way (see Fight Them On The Beaches) as you storm into the epicentre of a raging battle on Omaha Beach. Disorientated by the shells exploding all around you, coupled with fear in its purest form as the comrades you were stood shoulder to shoulder with on the dispatch boat drop like puppets with their strings severed, you must locate your captain and struggle to hear his commands amid the deafening drones surrounding you. You are ordered to send covering

//The comrades you were stood with on the dispatch boat drop like puppets with their strings severed//

fire towards enemy bunkers that are unleashing a hail of chaingun rounds in order to help your comrades escape, but you scarcely have time to take aim before a flurry of bullets knocks you to your knees. This is what it's like to be in the midst of hell, and it's the most dramatic introductory level in videogame history.

Sadly though, this prologue mission is somewhat deceptive as it has no real bearing on the rest of the game and once you complete it, normal service is soon resumed. In short, the awesome D-Day level is a chance for the developer to showboat using the new technology on offer, and while it leaves you gasping for air, the realisation that such heart-pounding drama doesn't extend throughout the rest of the game is a mild disappointment. Thankfully, you're soon embroiled in the game proper.

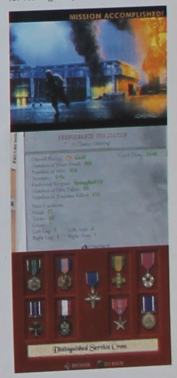
SAVING PRIVATE PATTERSON

When the fanfare of victory sounded in the original *Medal Of Honor* on PSone, we were assured at the ending credits that the hero, Lieutenant Jimmy Patterson, would return – a bit like at the end of a Bond film when the inevitable follow-up is announced. Apart from some bizarre zombie-mashing bonus levels in *MOH: Underground*, Patterson was largely overlooked in favour of a French lass and so has had to wait for this PS2 epic to storm back onto the first-person shoot-'em-up scene. Leaving aside the prologue D-Day mission in which you play a brave, but

REWARDS FOR BRAVERY

Be a true war veteran and furnish your chest with medals in return for completing your missions.

By completing all the objectives on a particular mission you can, naturally, progress to the next. However, if you complete the missions under certain conditions, you'll be awarded medals. You can then use these medals to unlock cheats. To be in the running for a medal, you must kill every single enemy soldier on a mission and finish the stage with at least 90 percent of your health still intact. It's not easy, but it is an extra incentive for kicking Jerry's ass that bit harder!



HEAVY ARTILLERY

You get to brandish 16 different types of authentic WWII weaponry in *MOH: Frontline*. Starting with a cumbersome pistol, you must steal meatier fire-power from the corpses of dead soldiers to live longer. As you progress through the game, you are awarded additional weapons by your commanders that better suit your terrain. Here are five of the best.



Silenced Pistol
The ultimate stealth tool, this pocket-sized pistol is essential for offing Nazis without running the risk of alerting reinforcements. However, it is slow to reload meaning you're screwed if you do get spotted.



Tommy Gun
It didn't bring a great deal of luck to your fallen comrades on Omaha Beach, but once you acquire this heavy-duty firearm from the cratered sands you'll be storming those bunkers with confidence.



Sniper Rifle
The immense scope range means you can pick off foot soldiers from considerable distances. The baffled look on their mates' faces as they struggle to comprehend where the bullet came from is priceless.



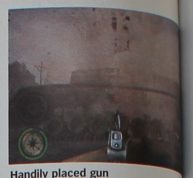
Walther P38
A long-range handgun with the scope to open a Nazi's helmet like a can of Whiskers from 50 yards. It is also semi-automatic so you can just hold down the trigger and spray like a weak-bladdered tom cat!



STG-44
A kick-ass machine gun that rips through enemy torsos like piss through toilet paper. It's a bitch to reload, so you'd be best off selecting another weapon if you get caught short during combat.



Using your comrades as useful human shields, you must charge across the bridge and storm the rampaging tank. Any questions?



Handily placed gun turrets conserve your ammunition.



nevertheless dispensable private called Barnes, you once again step into the breach as Patterson in a barn-storming, five-mission coup de grace that leaves lesser first-person shooters struggling for breath.

The five missions on offer (not counting the prologue) are broken down into 18 huge levels which mostly involve traipsing around on foot and picking off Nazis as they goose-step into view – although occasionally you'll jump into a vehicle and will be forced to mow down wave upon wave of foot soldiers at breakneck speeds. You aren't quite the Rambo-esque one-man army you were in previous *MOH* games. On several missions you must rely on comrades for covering fire and you can return the favour when they are performing an objective-completing task.

When engaging the enemy for the first time, the amount of survival savvy they have is striking. Instead of standing motionless, taking pot shots at you, they duck, dive and weave around making it damn difficult for you to kill them. Of course, as proved in previous games, often the best method of attack is by stealth, creeping up on them before depositing a silenced pistol bullet in their temple. It is when you get this close that the staggering attention to detail really hits you – the Nazis have never looked so real! Their uniforms are creased and brimming with texture and their faces contorted with hatred. You can even stare into their crazed eyes while you kill them.

The localised damage that was such a poignant feature of the previous games is still ever present. As such, you can blast an enemy in the leg and watch him hop around in agony or, if you want to be direct and to the point, you can shoot the piss-pot clean off his head. There's still no blood to enhance this gun orgy further, though. Well, what do you expect when the series was devised by the man who replaced guns with walkie-talkies in his *ET* re-release?

DOGS OF WAR

To fans who are familiar with the series, the general setup appears to be unchanged. Operations still revolve around the War Room, which acts as the central hub from which you can glean orders for your next mission, save, load, tweak options and peruse decorative awards already won in the field of combat. Many old familiars have also made it into the game, like much of the old weaponry – it is still World War II, after all – medical packs and those mounted machine guns that you can step behind to fell a mini battalion of charging Germans. A few blasts with such destructive machinery means that your vision is soon obscured by the smoke generated from the over-worked chamber, so there are times when using these guns can actually be counter-productive, a nice new twist.

Also, when you're plugging away in a face-off against the last remaining enemy and you run out of ammo, you now have to endure a series of fabulously authentic reload animations before you can resume firing. Pull out an empty magazine, insert a new magazine, adjust the bolt-action and then pause while the bullet is pushed into the chamber – such delays are often lengthy and you'd be well advised to dive for cover while the operation is in progress. It's touches like this that really instil the confusion and paranoia of war.

Frontline is a rigidly linear experience, a discovery that frustrates at first. Unlike in *Deus Ex* where the player is presented with a plethora of routes through a particular level, *MOH: Frontline* marches you through levels with little or no freedom to go walkabout. Sure, there are plenty of junctures when your path splits in two, but this merely teases you into thinking that the levels are bigger and more expansive than they actually are. Often, the route that doesn't take you down the track necessary to complete the mission simply sends you to a stack of ammo and a dead end. It would have also been nice to have allowed access to any building to obtain a better vantage point for picking off enemy guards with the sniper rifle, but too many doors are locked.

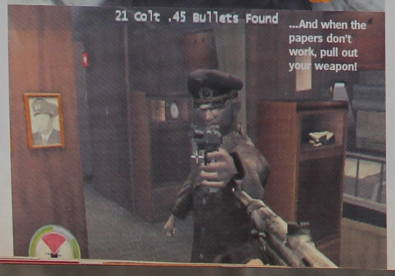
On the other hand, such linear thinking does tend to magnify the intensity of the *MOH* experience. *Frontline* prioritises a good, blood-pulsing shootout over potentially distracting adventuring elements. Pretty much any shortcoming can be forgiven when the gameplay is so fantastically thrilling and addictive.

Another aspect of *MOH: Frontline* worthy of merit is the sound. Always a strong feature of *MOH* games, here it is nothing short of pure ear sex. The orchestral score alternates from ghostly ambience to a room-rumbling crescendo in accordance to the on-screen action and with the Dolby Surround enabled you can actually hear bullets whizzing past your ears. Just make sure you're playing alone when this happens, otherwise you'll look like a bit of a prat jerking your head out of the way of a non-existent bullet. And yes, it is *that* convincing.

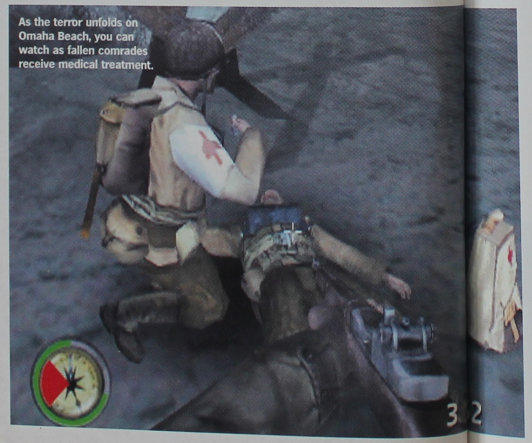
The new drama you live out here ensures you'll not sleep until allied victory is assured. Series veterans and newcomers alike will find a hugely polished game that is as much a history lesson as it is a mindless shooter – remember, these events actually happened. Thanks to the power of PS2, the young (and even the not so young) now have access to a virtual experience from which they can gain emotive insight into what many of our nation's veterans experienced in WWII. Purchase this game and you will happily blow a few extra quid on poppies come Remembrance Day. ☐ **Ryan Butt**



As in previous *MOH* games, you can steal enemies' papers and slip into secure buildings unnoticed...



...And when the papers don't work, pull out your weapon!



As the terror unfolds on Omaha Beach, you can watch as fallen comrades receive medical treatment.

FIGHT THEM ON THE BEACHES

The prologue mission that you can opt to play in as Private Barnes is a fantastic showcase. Mirroring the traumatic opening sequence of Spielberg's *Saving Private Ryan*, we talk you through the Normandy landing, scene-by-scene.



1. The scene is set by simple words: "June 6, 1944, Omaha Beach, Normandy, France." Then we see a fleet of dispatch boats sailing away from a battleship locked in combat. As the camera pans over the the boat, you can see the concern etched onto the faces of the troops. It is the only time in the game that you see the face of your hero.



2. You look up as planes fly overhead and your gaze follows them through the sky until it fixes on the land ahead – it resembles an elaborate fireworks display.



3. You now take control of Barnes, but you can't go anywhere. All you can do is look around at your comrades and at the surrounding seas. One of your fellow troops coughs, another continuously taps his helmet with a gun to gee him up. As if he needed it.



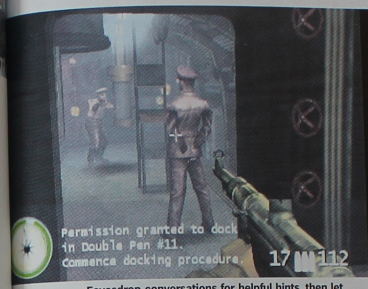
4. As you near the shore, shells land in the sea and rock your boat, spraying it with water as your joypad judders. Over the rumbling of anti-aircraft guns, mortar shells and machine-gun fire, you can scarcely hear your captain barking orders. The countdown begins... "30 seconds to landing... Ten seconds..." Then it hits you.



5. A shell rips through your vessel and the cargo of men is thrown into the water. The deafening drones from the beach are temporarily muffled as you look with horrified eyes at the men you were just stood next to being gunned down by bullets ripping through the water. Their bodies sink, weighed down by heavy equipment.



6. You rise up from the waves. The deafening clatter is once again resumed and you find yourself exposed and vulnerable. Welcome to hell.



Eavesdrop conversations for helpful hints, then let rip while their backs are turned.



Chunky weapons like the bazooka have got their own new and improved HUDs allowing precision aiming and maximum carnage.



COVER YOUR PRIVATES

Back by popular demand are the gun turrets that you can command to mow down battalions of enemy troops.

In Jimmy Patterson's first mission you are ordered to climb the spire of a ruined church and mount a gun to provide covering fire for the allies. Unfortunately, the new smoke effect obscures your vision so you don't know who you're firing at and the risk of gunning down your own men is high. Still, who's gonna know?



The dead guy's radio buzzes to life with orders that you should climb the steeple.



Once at the top, man the gun and start mowing down anything that moves...



As the gun heats up, smoke obscures your vision, making distinguishing bodies tough.

//You'll look like a prat jerking out of the way of non-existent bullets – the surround sound is *that* convincing//

MEDAL OF HONOR: FRONTLINE

Why we'd buy it:	Why we'd leave it:	A brilliantly executed first-person shooter, and the D-Day prologue mission will blow you away.
- Experience war at its rawest - 18 massively challenging levels - A truly unforgettable experience	- A little too linear - No two-player levels (for the first time!) - We're pacifists	

Graphics	Incredible detail and no slow-down	09
Sound	Heightens the atmosphere no end	10
Gameplay	Linear, but still damn addictive	09
Life span	Challenging, but not insurmountable	08

09

PlayStation.2 VERDICT



Star man Owen drives for England's equaliser.



ON THE DVD

2002 FIFA WORLD CUP

Experience the glory. Marvel at the skills. Suffer the same old flaws.

Publisher: EA Sports
Developer: EA Canada
Price: £39.99
Players: 1-8
Out: Now
Web site: www.ea.com/easports/platforms/games/2002fifaworldcup
60Hz: No
Widescreen: Yes
Surround sound: No

Back story
Renowned for re-packaging nigh on identical versions of the game every six months and then trumpeting minor improvements, *FIFA* slots into EA's slowly evolving string of blockbuster sports licences alongside *F1*, *Madden*, *NHL* and so on. This latest instalment is the only official game of the forthcoming World Cup, which is to be co-hosted by Japan and Korea.

Pro Evolution Soccer, in our opinion, is the best football game you can play. No more lectures, we promise. Vying for the second spot with the likes of *ISS 2* and *David Beckham Soccer* is *2002 FIFA World Cup*, the perennial reiteration of EA Sports' long-running, high-gloss footy sim.

Like so many other EA offerings, it's a brand spin-off, but instead of aiming at bewitched kids tearing out of the *Harry Potter* movie, or at teenagers drooling over Sarah Michelle Gellar in *Buffy*, EA's captive audience for *FIFA* is billions of footy fans worldwide. The company's primary tactic, as with its other big name tie-ins, is to present these games so impeccably that they *appear* to be the definitive article even if the gameplay is lacking. TV-style commentary, lovingly recreated stadia, and perfectly-timed releases mean *FIFA* games always make hods of cash.

DEADLY ACCURATE

This time EA has excelled itself with its attention to detail. The World Cup schedule is accurate to the second and allows you to go for glory with any of the qualified teams, plus those of a few other major sporting nations who didn't make it (such as Scotland). Players now bark linguistically accurate instructions at each other to match the team-specific crowd chants. The player models are often unnervingly accurate and represent the best use of the FIFA licence yet. EA's Emile Heskey, however, remains particularly scary.

Surely the most impressive and rewarding technical achievement of the game is the outstanding player animation. Rival players now interact extremely realistically, and not just by shoving and leaning into one another. When it comes to tackling, or more precisely fouling, the animations come into their own. *World Cup* no longer presents you with insufferably random calls from the ref. Clip your opponent's trailing leg and it will click against their other foot as they stumble. Even better, *World Cup*'s players slide to hook the ball from the line and then stand up ready for action. That's at least something it's got over *Pro Evolution Soccer*.

Despite these positive touches, the game just doesn't feel right. Floaty physics, stilted gameplay and the need to repeatedly tap Ⓐ to run very fast combine to make *World Cup* pretty hard work. Why make us defend like David Batty when we want to recreate the effortless positional play of defenders such as Laurent Blanc?

It is, it seems, EA Sports' very focus on ensuring no frame of animation is missing, that no overhead kick is ever misjudged, which ruins the gaming experience. Skewed efforts on goal and fluked rebounds hammering the post provide moments of excitement that recreate the thrill of live football in other games. Sadly, they're non-existent here. By forcing the player to try the spectacular on every occasion *World Cup* creates an artificial world and removes player choice. After all, cheeky toe-poked finishes can humble opponents more than any diving header.

QUICK SUBSTITUTION

This game wouldn't be *FIFA* without a layer of minor changes, but a few new buzz phrases don't signify a gaming revolution. Nowadays, individual 'star players' are faster and more powerful than others. David Beckham and Zinedine Zidane, for instance, can glide past their contemporaries with relative ease. Sadly, even they can't escape the slowdown in frame rate that plagues the midfield action when the game gets tight. However, 'air play' allows you to meet the ball in the air more realistically and even perform keepy-ups to humble your mates.

The last major introduction to the series for *FIFA 2002* was a new passing method, which required you to weight your pass. This remains, so now the longer you hold down the pass button, the further the ball travels. Moreover, the runs of your team-mates are plotted on screen so you can angle through-balls and exploit space or even prompt a winger to run wide and create a crossing opportunity. All of which is great in theory, but the passes have to be so deliberate that you'll soon revert to your normal dribbling and long ball game. As your player receives the ball and painstakingly controls it before passing, any human opponent will already be snapping at your heels, and even the computer is quick to stick the boot in.

To be fair, EA's cumulative approach to its sports franchises doesn't always simply reinforce bad habits. Take, for instance, the exemplary commentary. Star pundit Andy Gray and commentating legend John Motson have traditionally added a classy TV-style gloss to proceedings. Sadly their new banter – forced and wooden – is simply nauseating. The worst of it is Andy Gray's sycophantic rambling about every host city's "fabulous attractions" and how every World Cup moment is a special moment.

The over-egging of the *World Cup* pudding doesn't end there. In place of the licensed soundtracks from artists such as Blur and Robbie Williams comes dramatic classical music from the Hollywood school. Substitutions and goal replays are greeted with gladiatorial brass flourishes. Even a simple tap-in is presented as the greatest goal of all time, an OTT celebration designed to bring a tear to your eye. And it probably will when you realise you've shelled out £40 for practically the same game you bought last year.

Overall, *2002 FIFA World Cup* is a decent impersonation of football that will keep you entertained for a few days prior to the tournament. Chances are you'll revisit it after England's glory or agony later this summer, too. But with only cosmetic improvement over *FIFA 2002*, this revamp simply isn't worth your money. ☐ **Lee Hall**

IT'S A SET UP

There's more to *2002 FIFA World Cup* than meets the eye. Get the most out of the game with our quick and easy guide to the playing options.



1. Skip To Amateur
No point in starting in the insultingly easy Beginner mode. Whack the setting up to Amateur to face a bit more of a challenge.



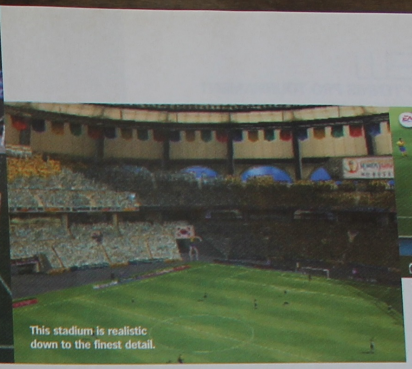
2. Switch On Radar
This allows you to see more of the pitch and play longer balls with confidence. Without the radar, your awareness of your fellow pros will be limited.

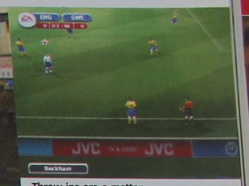


3. Camera Height
Stick to the default camera, which is Tele Cam, but adjust the height to its maximum setting – the normal option can make players at the far side of the pitch seem a little squashed.



Vieri fires a rocket past Ecuador's keeper.


This stadium is realistic down to the finest detail.



Throw-ins are a matter of pointing and clicking.

THE ONES THAT GOT AWAY

Here are the playable nations – and their stars – who didn't make it to the real World Cup finals. Pick 'em and you can still make a fantasy charge for the world's greatest sporting trophy.


Austria
FIFA Ranking: 39
Star Player: Andrea Herzog, Striker


Australia
FIFA Ranking: 35
Star Player: Harry Kewell, Left Forward


Czech Republic
FIFA Ranking: 12
Star Player: Pavel Nedved, Central Midfielder


Finland
FIFA Ranking: 34
Star Player: Jari Litmanen, Forward


Greece
FIFA Ranking: 40
Star Player: Nikos Machlas, Striker


Israel
FIFA Ranking: 36
Star Player: None


Norway
FIFA Ranking: 22
Star Player: Ole Gunnar Solskjaer, Striker

Scotland
FIFA Ranking: 37
Star Player: Barry Ferguson, Left winger

Switzerland
FIFA Ranking: 41
Star Player: Kubily Turkilmaz, Left Forward


Another loving replay showcases the superb motion capturing.

//Forcing the player to try the spectacular on every occasion creates an artificial world//




A booking gives the Brazilians a free kick in a lethal position.

2002 FIFA WORLD CUP

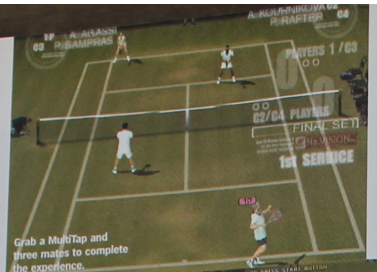
Why we'd buy it:	Why we'd leave it:	Yet again this game repeats the flaws of the last *FIFA* incarnation. EA needs to rip the game apart and rebuild it from scratch to challenge *PES*.
- Realistic sim of the forthcoming World Cup - We simply must own all the *FIFA* titles - OTT cinematics	- Practically the same as the last *FIFA* - Doesn't keepy-up with the competition - Too much like hard work	

Graphics	Stunning player animations and likenesses	09
Sound	Ludicrously overblown	06
Gameplay	Good passing, decent two-player action	07
Life span	Some hidden teams but a poor effort	05

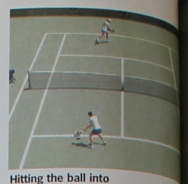
06
PlayStation.2 VERDICT



For all you gentlemen: a slightly lecherous Kournikova bum shot.



Grab a MultiTap and three mates to complete the experience.



Hitting the ball into the wide open space is the key to victory.





ON THE DVD

SMASH COURT TENNIS PRO TOURNAMENT

The kookiest tennis player on the circuit has come of age.

Publisher: SCEE
Developer: Namco
Price: £39.99
Players: 1-4
Out: 21 June
Web site: www.namco.com/games/sctennis.html
60Hz mode: Yes
Widescreen: No
Surround sound: No

Back story

Smash Court Tennis Pro Tournament is the fifth game in the series that spans three generations of games console. Starting out on the SNES as a quirky rival to Nintendo's *Super Tennis*, the game captivated players with its accessible control system and cheeky humour. Three games followed on PSone (although only two were released in Europe) before the series arrived at where it is today – and the series' distinct style remains as fresh as ever.

Remember *Smash Court Tennis* growing up? As the volatile legend of Centre Court, John McEnroe, often said: "You cannot be serious!" But we most surely are. What started out as a rival for *Super Tennis* on the SNES has matured over three generations of games console and now takes itself seriously enough to rub shoulders with the pros.

Gone are the super-deformed characters, goof-ball equipment, backstreet tournaments and far-out courts. In their place are authentic Grand Slam venues and not just one, but eight recognised superstars – all finely sculpted and sporting their trademark serves, swaggers and, in the case of the ladies, sex appeal. But before you beat the ground in despair, let us quickly point out that the change is most definitely for the better.

You see, stripping aside the humour from the popular series, *Smash Court Tennis* has always had a finely tuned and purring engine that lovingly recreates every slice, lob, topspin and dropshot from real tennis and adapts them into an easily accessible control method. This in turn enables you to play like a legend within no time at all and place the ball wherever the hell you want on your opponent's side of the net. This element is still very much intact and the massive (and we mean *massive*) graphical upgrade means that you can now experience tennis that looks as perfect as it plays.

Of course, it just wouldn't be *Smash Court Tennis* without sporting some quirkiness, and this comes into play thanks to the pressure-sensitive joypad buttons. By anticipating where a returned shot is going to land, you can stab the desired shot button inwards and keep it depressed until you're ready to strike – upon which the ball will transform into a glowing comet and blast over the net like an Exocet missile. Likewise, when a high ball is incoming, a red circle appears under it. Move into this circle and you'll turn green before smacking a raging thunderbolt back at your stunned opponent. Old habits die hard, eh?

NEW BALLS, PLEASE

The main purpose of the game is to guide one of the eight playable characters (four male, four female) on to Grand Slam victory and you can do this in four different events: Australian Open, Tournoi De Paris, Wimbledon and US Open. Maybe you can even achieve the impossible and steer Anna Kournikova to her first Gram Slam victory! It isn't just a case of lifting the trophy, end of story, because rewards are obtained and unlocked by winning the respective title in both the men and woman's categories. Your prizes can be admired in the lavish Trophy Room, in which you can also peruse other bonus features you pick up on your travels. Aside from the Pro Tournament mode, the game also serves up a quick-fire Arcade mode, a neat (for the purpose of longevity) Time Attack mode plus all the usual exhibition and practice (Challenge) modes that ensure you'll still be coming back for more long after the play-induced blisters on your thumb have burst.



Most of the time you will have to anticipate shots to have any hope of reaching them.



GAME, SET AND MATCH

There five different modes to play in *SCT Pro Tournament*. Some merely let you get accustomed to the interface, others allow you to compete against the greats for prizes. Here's the complete order of play.



Arcade
Aim: Compete in four different tournaments in quick two-game matches in order to become the ultimate champion.
Players: 1-4
Unlock: Hidden characters



Pro Tournament
Aim: Work through the rankings to challenge the top player and exchange points for prizes.
Players: One
Unlock: Camera angles, player pictures, tunes



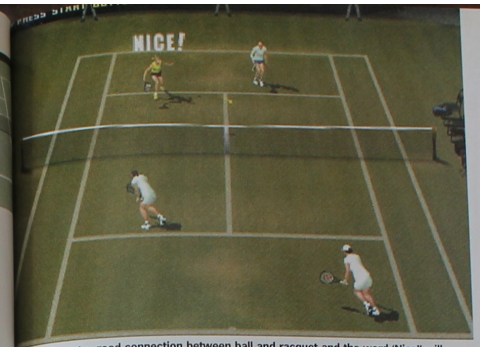
Exhibition
Aim: Play a single match against any player(s) of your choosing and by your own set of rules.
Players: 1-4
Unlock: Nothing



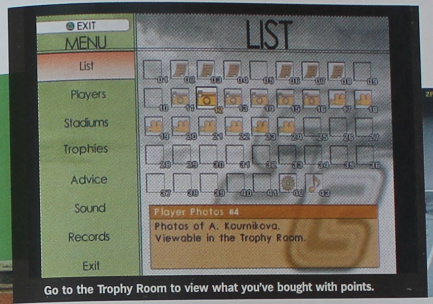
Time Attack
Aim: Compete for the fastest time to win all four tournaments. Get in close to the net and bury those returns quickly.
Players: 1-4
Unlock: Ultimate difficulty level



Challenge
Aim: Get a feel for the game mechanics by clearing a variety of challenges designed to fine-tune your skills.
Players: One
Unlock: Nothing



Get a good connection between ball and racquet and the word 'Nice!' will appear. Some challenges require you get a certain percentage of these.



Go to the Trophy Room to view what you've bought with points.

THE EIGHT RACQUET-EERS

Featured in *Smash Court Tennis Pro Tournament* are eight of the sport's hardest hitters.









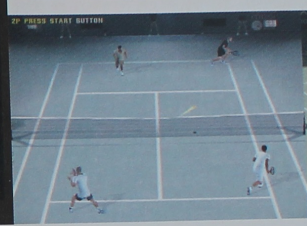








Raising the roof in the male corner we have 'pistol' Pete Sampras, Andre Agassi, Pat Rafter and Yevgeny Kafelnikov and raising wood in the female corner we have 'Swiss Miss' Martina Hingis, Anna Kournikova, Monica Seles and Lindsay Davenport. But that's not quite all, there are a few extra characters to unlock, too. For example, beat Arcade mode on the hardest difficulty (without losing a game) with a male and female player and you'll unlock Red Ace and Namco mascot Hitomi Yoshino. Okay so they aren't exactly Tekken characters or Pac-Men, but they'll do, won't they?





You can use your Pro Tournament points to buy extra camera angles. Some work. Some don't.

//The cream on the strawberry is watching the line judges dodge a stray volley//

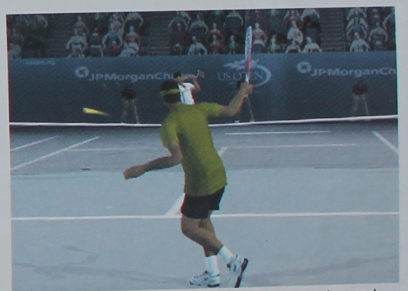
Whether you're a tennis nut of Seles-stabbing proportions or your meagre interest extends no further than Britain's traditional flop-out at Wimbledon, you won't fail to notice just how authentic this game is. From Hingis's mono-sleeved Lycra top to Seles's trademark grunts, Kournikova's pert behind to Agassi's gleaming crown, *Smash Court Tennis* is undoubtedly the real deal. The player animation, meanwhile, is immaculate down to characters testing the racket strings on the sole of their plimsolls to the long, lingering glance over the net when you pull something special out of the hat.

Even the crowd react accordingly to your play and the cream on the strawberry is watching the line judges dodge a stray volley. Can nothing put *Smash Court Tennis* off its stroke? Sadly, yes – even this spunky champion is prone to the odd niggly injury.

Try and try as it might, Namco has still failed to solve the age-old problem of the player at the far end of the court being at an instant disadvantage; stranded at the top of the screen, you can never seem to make up ground as easily as your near-side counterpart. Also, for some strange and completely inexplicable reason, achieving an ace is nigh on impossible, while the ball never seems to go out apart from during service. Surely not even the eight pros featured in this game can be *that* good – Anna Kournikova certainly ain't!

As is tradition, *Smash Court Tennis* is at its best when a MultiTap and three other human players come into the equation – although the severe lack of playable characters strips a lot of the unpredictability out of the otherwise excellent multiplayer experience. Whereas in, say, *Anna Kournikova's Smash Court Tennis* on PSone, there were over 20 different fictional characters – some had lightning-quick serves, others could deliver a backhand smash with almost robot-like efficiency – the strictly professional contingent here just don't perform radically differently from each other and so the matches are always perhaps a little too even.

It is testament to *Smash Court Tennis*'s overall quality, though, that it can suffer such handicaps and still stand head and shoulders above everything else, tennis-wise, on PS2. There are enough engaging modes to keep singles players on their toes for weeks. Then, of course, there's the four-player doubles, which has even pushed *Pro Evolution Soccer* off the office machine at lunchtimes. For just how long remains to be seen, but one thing's for sure, you'll still be playing this long after the English pros have made another less than spectacular premature bow out of Wimbledon. Smashing! □ **Ryan Butt**



'Behind' is a new camera angle that gives you an up close and personal perspective. You can also buy a first-person view which is a hoot.



What a smasher! Getting under the ball and giving it a good topspin thwack remains one of the most satisfying aspects of a tennis game.

SMASH COURT TENNIS PRO TOURNAMENT

Why we'd buy it:	Why we'd leave it:	Plays almost flawlessly and looks, ahem, ace. Without doubt, the definitive PS2 tennis experience, but there's still room in the game for improvement.
- Plays a wicked game of tennis - Looks unbelievably real - The multiplayer gaming	- Not enough characters - It's virtually impossible to score an ace	

Graphics	Navaratalova's not in there	08
Sound	Realistic effects, cheesy tunes	07
Gameplay	Second only to *Pro Evo* in the sports stakes	09
Life span	Long in one-player, infinite in multiplayer	08

PlayStation.2 VERDICT 08



Unseen, unheard, the Commandos sneak in the shadows. Grrr...

ON THE DVD

COMMANDOS 2: MEN OF COURAGE

Seven men, one woman and a dog face overwhelming odds on WWII battlegrounds.

Publisher: Eidos
Developer: Pyro
Price: £39.99
Players: 1
Out: 7 June
Web site: www.eidos interactive.co.uk
60Hz mode: No
Widescreen: No
Surround sound: No

Back story

Originally developed for the PC, the first *Commandos* game (dubbed *Commandos: Behind Enemy Lines*) gave you command of six soldiers on a series of hazardous real-time missions in an isometric WWII environment. Spanish developer Pyro followed up the success of *BEL* with the barely-tweaked sequel *Commandos: Beyond The Call Of Duty* featuring eight new missions. *Commandos 2: Men of Courage* is the biggest and best of the warmongering bunch.

In June 1940, a message was circulated to all British regiments. It read: "For the attention of all trained personnel – volunteers required for special duties of a hazardous nature. Volunteers must be able to swim, be immune from sea and air sickness, possess courage, physical endurance, initiative and resource, marksmanship, self-reliance and an aggressive spirit towards the war. They must become expert in military use of scouting, they must be able to stalk, to report anything taking place, to move across any type of country by day or by night, silently and unseen, and to live off the country for extended periods." And with it, the Commandos were born.

Commandos 2: Men Of Courage is not just another RTS game. It doesn't involve resources or troop building, nor does it require lightning reactions or a mastery of pointing-and-clicking. Instead, it requires careful thought and planning, timing and practised action. It's a game that proves there's more to PS2's talents than a queue of driving sims, pretty platformers and the 2002 version of your favourite sport. Realised in sumptuous isometric 3D, *Commandos 2* offers real-time WWII action with an amazing attention to detail. There are nine characters to control, 17 different weapons and 28 items. Using them, you'll sneak, bomb, stab, gas and shoot your way from occupied France to the jungles of Burma.

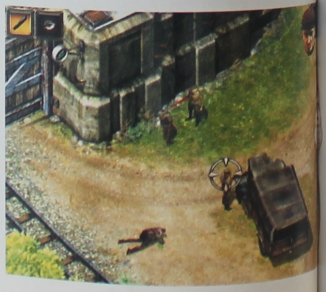
The idea behind the formation of the Commandos was simple: create a new type of fighting force, an elite group of guerrilla soldiers that could mount daring hit-and-run (or 'butcher-and-bolt') raids against the enemy. So, in each of the missions in *Commandos 2*, you control a number of Commandos, each with their own specialist skills and weapons. The Green Beret, for example, is a brutish grunt with deadly knife skills; the Diver comes equipped with scuba gear for underwater work; the Driver supplements his vehicular abilities with homemade weaponry including bear traps and Molotov cocktails. Each mission is a sprawling military puzzle. How do you sneak aboard a heavily-guarded Japanese aircraft carrier? What's the best way to blow up the bridge over the river Kwai? The game will point you in the right direction, but won't tell you how to get there. That's up to you. That's the challenge.

BEHIND ENEMY LINES

Commandos 2 is a huge game. After the small introductory 'training' levels, each mission takes place in a vast and detailed location – a German submarine base and its surrounding buildings, a bomb-shattered French town, castle Colditz and



Collect all of the bonuses in a mission to unlock extra challenges – like this minefield raceway.





The mission: Saving Private Smith. The objective: save the allied soldiers in the French town.





(Above) Get spotted and it's all over. (Below) The Detect Enemies mode.



The playing areas in *Commandos 2* are huge, with exterior and interior locations.

the village beyond its walls. In addition to the extensive exterior settings, each building features a number of interior locations, all with searchable furniture. The isometric viewpoint lets you pan freely around the level and zoom in and out to get the best view of your surroundings. The giant exterior views can be rotated between North, East, South and West perspectives, while the interior rooms can be rotated through 360 degrees.

Each of the locations is patrolled and defended by enemy soldiers, lieutenants and officers. As in *Metal Gear Solid*, the German and Japanese forces scan their environment responding to anything they see or hear. Using the game's built-in sight indicator, you can see where the guards are looking – their field of vision is represented by a green cone that changes to red if they have spotted an intruder. Once alerted, a guard will either investigate the sighting himself or call in heavily armed reinforcements to help him out. Your task is to guide your Commandos around these locations (eliminating some soldiers, avoiding others) to complete your overall mission objective and several sub-objectives. In the case of your first outing – Night Of The Wolves – breaking into a submarine base also involves contacting a wounded ally, drugging an officer, stealing a key, cracking a safe and stealing an Enigma coding machine.

Translating the complex control system from PC to PS2 was always going to be the biggest challenge of this conversion. Each Commando can perform a number of basic actions. Instead of a point-and-click movement system, you guide your troops around using the analogue stick. On the left of the screen you'll find the Action and Examine icons. Select Action, push down on the D-pad and you can choose to equip any weapon or object that your Commando is carrying. The Examine icon activates a second menu on the right of the screen. This allows you to search furniture or guards, to look through doorways and windows or up and down ladders. The Examine function also lets you pick up objects and tie or gag guards where appropriate, while ◎ activates a third menu that allows a Commando to perform extra actions.

The control system takes some getting used to, but its complex mix of D-pad controls and

FAULTLESS FIGHTING

Commandos 2 rewards the exhaustive searching of every cupboard, filing cabinet and desk drawer with pieces of a bonus jigsaw. Collect 'em all to unlock the extra scenarios.



1. In one of the later missions, your team of Commandos must infiltrate the Japanese-held port of Halphong to destroy a series of fuel tanks and then sneak aboard the aircraft carrier Shinano.



2. Collect all the bonuses and you'll unlock an extra Shinano mission: Disable all of the Japanese Zeroes on the flight deck, then sneak inside the carrier to radio allied bombers. Very, very tricky indeed.

//Sneak, stab, gas and shoot your way from occupied France to the jungles of Burma//

GOING COMMANDO

Although there are nine available characters in *Commandos 2*, you don't get to control all of them in each mission. The eight Commandos you are assigned will obviously affect the way you approach each challenge (the ninth Commando is Whiskey the dog).



SNIPER
Sir Francis 'Duke' Woolridge, expert marksman, is one of the most useful soldiers you have, although the effectiveness of his long-range sniper is counterbalanced by the poor availability of ammo.
☐ Personal equipment: **rifle.**

SAPPER
Thomas 'Fireman' Hancock, the only one of your team of Commandos who can safely handle explosives (bombs, mines) and heavy weaponry (bazooka and flamethrower)
☐ Personal equipment: **mine detector, wirecutters.**

THIEF
Paul Toledo, the agile Thief, has the ability to scale walls and pick locks. His combat skills are limited (he can KO guards, but can't tie anybody up). He can steal items from the enemy.
☐ Personal equipment: **lockpick, rope ladder.**

GREEN BERET
Jack 'Butcher' O'Hara, extremely violent team leader. A good all-round soldier who can use a wide array of weapons and objects. Can also lift heavy items.
☐ Personal equipment: **remote-controlled radio, knife.**

SPY
Rene 'Frenchy' Duchamp, talent for languages, the only Commando who can pass himself off at close quarters as either a German or Japanese soldier when wearing a stolen uniform.
☐ Personal equipment: **poison syringe.**

DRIVER
Samuel Brooklyn. As his title suggests, he's a token Yank Commando who can pilot/drive any vehicle and can also handle non-standard weaponry.
☐ Personal equipment: **Molotov cocktails, gas grenades, trip wire, shovel.**

NATASHA
Natasha Nikochevski. Like the Spy, Russian intelligence officer Natasha can wander freely around enemy territory when disguised and is extremely useful for distracting guards.
☐ Personal equipment: **Lipstick and mirror.**

DIVER
James 'Fins' Blackwood, multi-skilled Commando and underwater specialist (ie, he's the only one who can use scuba/diving gear).
☐ Personal equipment: **throwing knife, harpoon gun, grappling hook.**

COLD WAR

The arctic mission involves escaping from a captured submarine, freeing the other members of your team, liberating the crew of the sub, disabling the guns on a destroyer and flying away to safety in a stolen plane. You start with the Diver. Unarmed. Alone. Against the odds...



1. Without weapons, most Commandos (except the Spy, the Thief and Natasha) can knock out and tie or gag guards. This allows you to eliminate guards one by one. Search downed enemies to steal their booty (such as medical kits) and even their uniforms.



2. By using the Sight Indicator command on the menu screen you can highlight a position to see whether enemy soldiers can view it or not. A green cone represents an enemy's field of vision and, should you get caught within it, you'll only have seconds to flee before the alarm is raised.



3. Slowly does it. Despite being armed with machine guns, grenades, timed bombs and pistols, your Commandos should favour caution over exuberant action. *Commandos 2* allows you to peer through doors to see what's in the rooms beyond instead of blindly rushing into them.



4. There are many ways to distract your enemy. They're inherently stupid. Soldiers can be diverted from their patrols by cigarette packets and bottles of wine, while Natasha and the Spy can engage them with chit-chat to persuade them to look the other way.



Having the right equipment is vital. Use the rope ladder to climb walls and pick up enemy rifles.



Be sure to check the enemy's line of sight.





Barbed wire fences usually indicate minefields. Use the Sapper to detect and defuse the mines.



Wait. Watch. Learn how and where the enemy moves.

shoulder button presses quickly becomes second nature the longer you play. You learn to move slowly and to watch and plan before committing soldiers to action. Note the movements of the guards. Where do they look? Do you risk alerting the guards to your presence with a rifle shot? Or do you kill guards quietly with a knife, hiding their bodies out of sight? *Commandos 2* does have its moments of action – that's what the machine guns, grenades and auto-fire option are for. But the majority of the gameplay revolves around remaining undetected. Real Commandos operated in small numbers and behind enemy lines. So in every mission you can expect to be outnumbered and outgunned, without the resources to fight a prolonged traditional battle.

WHO DARES WINS

Developed by Spanish coders Pyro, *Commandos 2: Men Of Courage* is an almost pixel-perfect port of the game that appeared on the PC. Huge in scope, missions will take you from a German submarine base in occupied France to the ice sheets of the Arctic and through the labyrinthine rooms of castle Colditz (where you have to break *in* not out). While the control system is fiddly, the direct analogue control of your soldiers actually works better than the point-and-click movement in the original. And new to this PS2 incarnation is an extensive tutorial section that guides you through the basic movement and menu commands.

You can save your progress at any point during a mission. This is vital as the sprawling levels can take several hours of dedicated play to finish. Most of this time is spent watching and waiting either for a guard to walk out of sight or for just the right moment to run between buildings without being spotted. The gameplay can become repetitive, a cycle of distract guard, KO guard, tie or gag guard, hide guard, search guard. But the missions spice up the basics, allowing you to throw grenades through windows, destroy tanks with a bazooka, snipe at soldiers from rooftops and fight sharks underwater. Find all the bonus items in a level and you can also unlock extra scenarios. *Commandos 2* may promise ten missions, but persistent players will be rewarded with double that.

//The game points you in the right direction, but won't tell you how to get there//

Commandos 2 is big, complex and hugely challenging. You're never at a loss for what to do, even though you may struggle to do it. The key to victory is in knowing what your soldiers are capable of and how to use them to best effect. Utterly absorbing, this is a game that demands your complete attention. The learning curve may be steep, but once you've mastered the basics and learned to move slowly and cautiously, *Commandos 2* becomes a strategy game that's beyond compare. ☐ Dean Evans

COMMANDOS 2: MEN OF COURAGE

Why we'd buy it:	Why we'd leave it:	A daunting but ultimately rewarding strategy game, it's an isometric *Metal Gear Solid* set in World War II. What more could you want?
– Huge levels and hidden bonus missions – Superb, well-detailed isometric 3D – Complex combat and man-management	– Slow-paced and possibly intimidating to the real-time strategy novice – War isn't for us	

Graphics	Highly detailed, rotatable landscapes	09
Sound	Atmospheric if a little subdued	07
Gameplay	Almost unforgiving. Don't let anybody die	08
Life span	Ten huge missions, ten hidden bonus sorties	08

08

PlayStation.2 VERDICT

TRAVEL THE WORLD.
BRING BACK SOUVENIRS.



"COOL, SLICK, INTENSE AND EXTREMELY COMPELLING." PS2 MAGAZINE

And we're not talking snow shakers and sombreros. More like several scars and four nuclear warheads if you do your job properly. If you don't, you'll be coming home by courier.

You are John Mullins, a 'consultant' hired to dispatch as many terrorists and enemy soldiers as necessary to maintain international security.

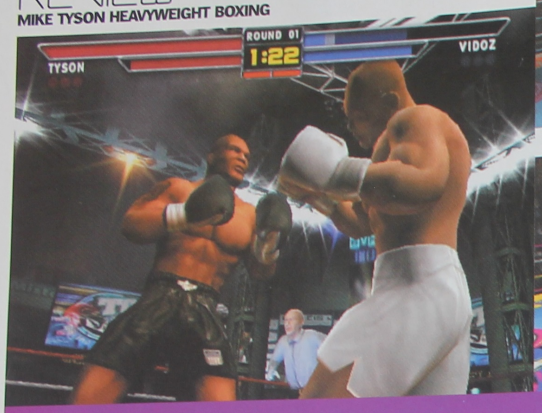
Featuring the legendary GHOUL™ system from Raven Software and ten missions over five continents, be warned, this is going to be no holiday.

SOLDIER OF FORTUNE GOLD EDITION

PlayStation.2

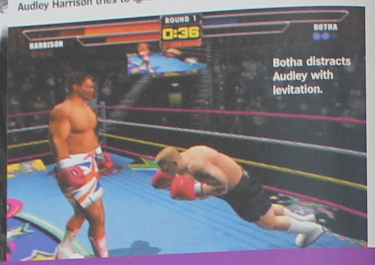
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Audley Harrison tries to ignore the heckler in the white T-shirt.



Botha distracts Audley with levitation.

MIKE TYSON HEAVYWEIGHT BOXING

No ear-chewing, no leg-biting and, to begin with, no Mike Tyson...

Publisher: Codemasters
Developer: Codemasters
Price: £39.99
Players: 1-2
Out: Now
Web site: www.codemasters.com/mthb
60Hz mode: No
Widescreen: No
Surround sound: No

If getting into the ring – or even attending a press conference – with 'Iron' Mike Tyson remains one of pro boxing's scarier propositions, such fears won't be realised in this game. At least, not to begin with. This is because the self-proclaimed 'baddest man on the planet' isn't actually a playable character at the start of the game.

Instead, out of *Mike Tyson Heavyweight Boxing*'s 17 fighters, the man whose name is on the box is the last one that can be unlocked. So, if you don't have the inclination to work your way through the game's main Title Belt mode, you may never actually have the opportunity to play as the game's star attraction. It's a dazzling display of arrogance by the programmers and something that immediately sours initial impressions, which is a shame because there is actually much to be said in favour of this game.

Like *Prince Naseem Boxing*, *MTHB* blends elements from both the more sim-orientated *Knockout Kings* and the over-the-top arcade-style gameplay of *Ready 2 Rumble*. In short, the game walks a tightrope along the barely perceptible line between accessibility and depth but, on the whole, manages to pull it off. The main thrust is the aforementioned Title Belt option and this is where the wealth of hidden characters and game modes can be unlocked – the idea being that the player is given constant rewards for their progress.

However, it is a constant frustration that man who adorns the box isn't available to play from the start, and you're left instead to pick from a uninspiring roster of relative unknowns.

Still, *MTHB* handles pleasingly well, features a well-designed interface and boasts enough excitement and variety in the bouts to retain interest. To begin with – as is the temptation in any fighting game – frantic button bashes will lead to an early victory in the first two or three bouts. Further progression through the games relies on a more considered and strategic approach, though.

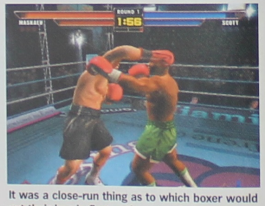
SECONDS OUT

MTHB is one of those games that makes use of the majority of the joypad's buttons – even the rarely used comes into play – though they are employed in such an intuitive way that the player will hardly notice. After a few rounds of hard jabbing, nibble weaving and hook throwing it'll feel like you were born wearing a pair of 12oz gloves.

To further the battle action, each fighter has two power gauges. The top one is a bog-standard energy bar which, when fully depleted, results in your hapless pugilist slumping to the canvas. When this happens, desperate pounding of the joypad buttons is necessary to coerce your fighter back to his feet before the referee (who mysteriously fades in and out of view) delivers the mandatory '10-count'. The second bar indicates punching power.



Never 'dis' a boxer over his extraordinarily bandy legs unless you want to pay the price.



It was a close-run thing as to which boxer would get their hug in first as the seconds ticked by.

Back story
This is the follow-up to Codemasters' ill-fated *Prince Naseem Boxing* for PSone, which was released at the end of 2000 to derisive snorts that branded it 'decidedly average'. It did, however, provide the template for the much-improved *Mike Tyson Heavyweight Boxing* in that it attempted to offer a hybrid of *Knockout Kings* and *Ready 2 Rumble*.

CREATE-A-NUTTER

A wealth of options ensures that your own boxer really will look completely psycho.

The Create mode is impressive by virtue of the inclusion of such obscure elements as disposition (ranging from neutral to psycho, although surely everyone will go for the latter?) and head shape (which allows you to adjust such crucial components as 'cheek droop' and 'brow extrude'). Sadly, though, there's no gym option with which to improve your character's stats.



Anthony Worrell Thompson works off a few deer roulades.



Boot length may not be key to success but neither are 'tats'.



Are those gloves or baked hams on their wrists?



Sparring is a fine way to get panned with no prize at stake.



An attack of boss eye ain't good.



Vidoz naps between rounds.





Maskaev falls for the 'stare at the end of this glove' trick with fatal consequences.



The opposing boxer's taunting team were really getting going with a three pronged attack. Now it was time to criticise those shorts...



You've got a lot of work to do before you don the sweaty gloves of this man.

Throw too many blows too quickly and the bar rapidly decreases rendering any future shots weak, with very little damaging impact. It's a simple yet effective system that ensures there's a fair degree of tactics involved during a fight.

Each character has their own unique style (far more pronounced in some boxers than in others). Oleg Maskaev, for instance, has an unorthodox system, easily identifiable by his swooping overhead attacks. Other fighters have little to set them apart bar their reach or recovery times. So rather than feeling the urge to play as different characters, you'll be more inclined to pick one you like and stick with him for the duration.

Unfortunately, just about every boxer you can think of – from Lennox Lewis to Muhammed Ali – has already signed up to EA's *Knockout Kings* series, so the roster here is less than stellar. It has no effect on the gameplay, of course, but – aside from Tyson himself – the star power is minimal. Consequently, the most well-known face-pounders here are Audley Harrison, Tim Witherspoon and Larry Holmes, who nestle alongside a host of journeymen known only to the most nerdish of boxing fans.

Still, it doesn't matter if you don't actually know who Danny Williams is, just as long as you're allowed to hit him a lot – and there's ample opportunity to do so via the wide selection of modes on offer (after you've unlocked them all, that is). The main options are the Title Belt and the one- and two-player single fight Exhibition modes. But alongside these you can try Speed Boxing (where you have to KO as many foes as you can within a five minute time limit) plus Create-a-boxer and Sparring options. There's also the Mike Tyson Challenge mode (in which you must KO a series of opponents in the first round) and the survival mode stylings of Undisputed Champ.

Mike Tyson Heavyweight Boxing is a successful blend of the cartoony elements of *Ready 2 Rumble* with a more in-depth fighting system. The roster itself and the proportion of the game that is inaccessible to begin with, are disappointing. However, in spite of its flaws, it's a rounded and entertaining box-'em-up. Flout those Queensbury rules and get slug-nutty. ☐ **Oliver Hurley**

//After a few rounds of nibble weaving it will feel like you were born wearing 12oz gloves//

AND THE WINNER IS...

There are loads of different ways to win... but only one way to get yourself back up off the mat.

You can win bouts in a variety of ways, including knockout, referee stoppage, points decision and disqualification. You can also win by knocking down your opponent three times in a single round. When you find yourself on the mat, you need to hammer the button shown on screen as quickly as possible. It's frustrating, though, that a game which attempts to put a focus as much on finesse as brawn is reduced to sheer, manic pad-pounding – especially annoying when you only just miss peeling yourself off the canvas before the '10-count' is up.



Harrison checks out his handiwork before swinging again.



Scott's dainty posture on the canvas wasn't fooling anyone.



You may be punch drunk but someone's been taking notes.



Vidoz wonders if anyone saw his jab to Audley's family jewels.

MIKE TYSON HEAVYWEIGHT BOXING

Why we'd buy it:
- Accessible yet deep fighting system
- Plenty to keep you busy
- Hitting people is fun

Why we'd leave it:
- Can't play as Tyson at the start of game
- Does get quite repetitive after a while
- Roster consists almost entirely of unknowns

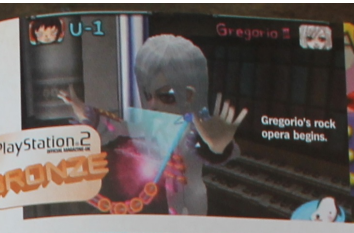
Fight fans won't be disappointed but lack of Tyson from the outset means the game's punching below its weight.

Graphics	The character models are lovely	08
Sound	Grunts from the boxers, jeers from the crowd	06
Gameplay	Solid and relatively varied fighting system	07
Life span	Lots to unlock – if you've got the patience	06

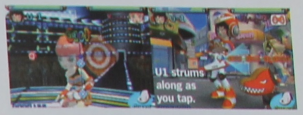
07

PlayStation.2 VERDICT

TO GET MORE OUT OF A GAME, OR JUST TO GET INTO IT, PHONE















GITAROO MAN

Worried that KOEI's guitar star might be out of tune? Don't fret.

Publisher: THQ
Developer: KOEI
Out: 24 May
Players: 1-4
Price: £39.99
Web site: www.koeigames.com
60Hz mode: No
Widescreen: No
Surround sound: No
Peripherals: MultiTap

Back story

KOEI's Western influence is confined to those games that plucky publishers are prepared to put out over here. Midas brought *Dynasty Warriors 2* over for PS2's launch; now it's THQ's turn, with *Gitaroo Man*, *Dynasty Warriors 3*, and *Kessen II*.

It seemed unlikely that KOEI's guitar teen soap opera would ever make it to the West, what with us being a conservative gaming lot and everything. After all, it's not exactly the most accessible of plots – a musical cartoon adventure in acid-bright technicolor, a clumsy-but-sweet *Pokémon*-voiced fairy tale involving schoolboy U1 and his quest to prove that he's not the ineffectual loser that everyone presumes he is. He's aided by his talking dog, and a magical guitar that transforms him into a white-lycra/orange-plastic-clad space rocker. It's every boy's dream. Isn't it...?

And now, thanks to THQ's brave – and, given the success record of rhythm action games over here, possibly foolish – decision to license it for Europe, we get to live that dream.

A key-line twists through a dot in the centre of the screen, and it's up to the player to keep track of its direction with the left analogue stick. Parts of the line are highlighted and, as they pass through the dot, pressing and holding ◎ makes U1 play. All the time you're tracking and tapping, and that two-handed dynamic suits *Gitaroo Man*'s axe-riffing premise perfectly.

The guitar-playing sections are intercut with more traditional, multi-button *PaRappa*-style bits, which initially seem impossibly fast, but soon fall to reactions and instinct. That's indicative of the game as a whole: *Gitaroo Man* is tough, perhaps too difficult at times, but that certainly provides the longevity that owners of the slight *PaRappa 2* will crave. Indeed, there's more than just the difficulty level counteracting any accusations that this is throwaway, because there are collectables to seek and unlock, and the quest for higher grades will keep perfectionists going for a very long time.

Which is why it's lucky that *Gitaroo Man* offers a good deal of variation across its 12-song soundtrack. Level one is Eighties rawk against a nappy-wearing devil. Level two calls for techno mentalism to fend off a crowd of flying saucers. Level three is saxophone-based swamp blues, four is drum and bass escapism, and five is genius moon dub. There's more. Much more: stadium rock, church-of-noise cringe-metal, comedy acoustic romanticism, maraca-fast salsa picking; so many disparate musical genres, each with a music video backdrop that's as much of a pleasure to watch as it is to play.

A Multiplayer mode allows four-player team-based duelling, although it doesn't *really* work as a party game since *Gitaroo Man*'s structure relies heavily on practice, and more experienced Dual Shock guitar players will find their abilities heavily outweigh those of their friends. Still, it's a worthy enough addition, and competition between dedicated players gets impressively fierce.

Just as impressive is the conversion: full-screen, no borders, no slowdown and translation handled with exactly the right amount of Eastern chic. And that means everyone here has the opportunity to see the game as it should be. Perfectly silly, deliciously exuberant, and – for those able to tolerate the foot-stamping difficulty level – always fun. ☐ **Ste Curran**



The better your timing, the higher the score.

GUITAR VERY MUCH

Play well and you will receive a prize.





Sometimes, upon demonstrating your excellence with your sweet guitar, you'll be rewarded with a collectible toy representing your achievements. These are stored neatly away in a tray on the Menu screen. The empty spaces in the tray provide a shadowed clue of those things you've yet to add to your collection. Selecting one of the items lets you find out a little more about the character in question – in this case, Pico, a cute ginger alien who's the unwitting object of Gitaroo Man's desire.

GITAROO MAN

Why we'd buy it:	Why we'd leave it:	
- Both challenging and entertaining - For a break from *PES* and *MGS2* - To support diversity in PS2 gaming	- If we couldn't fathom the appeal of *PaRappa* - Possibly too difficult for some	Every PS2 collection should have at least one game that offers something *different*. There aren't many better games in that undefined space than *Gitaroo Man*.

Graphics	A musical in a sweet shop	07
Sound	Couldn't suit the game more	10
Gameplay	Deeper than you might expect	07
Life span	Very difficult, and much replayability	08

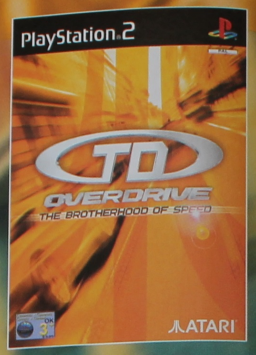
08

PlayStation.2 VERDICT

www.atari.com/tdoverdrive

ATARI





CHASE







TD
OVERDRIVE
THE BROTHERHOOD OF SPEED

See the city as a high-speed racetrack. Choose your wheels, snatch the keys, meet the others before the deadline. Join an elite lifestyle. Join an elite network. Join a race of nerves and high stakes.

XBOX
PlayStation.2

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It's not the best 3D you'll ever see, but *RedCard*'s side-on, zoomable graphics are good enough.

Don't tackle, just punch.

Obligatory goal replays.

Charge up the boost, then 'fire'.

REDCARD

Midway's kickabout is not so much the 'beautiful' game, but the 'brutal' game.

Publisher: Midway
Developer: Midway
Price: £39.99
Out: Now
Web site: www.midway.com
Players: 1-2
60Hz mode: No
Widescreen: No
Surround sound: No

Back story
Formerly *RedCard Soccer*, *RedCard* was born out of a desire to create an arcade football title that favoured action at the expense of total realism. And let's face it: *Pro Evolution Soccer* has pretty much got the serious end of the football market sewn up.

The quest for football perfection is long, with most developers deciding that the holy grail is realism. Midway disagrees, deciding that the ideal football videogame would be something in the manner of a South American grudge match where all players were half-Maradona, half-Vinnie Jones, playing at 100mph.

RedCard is an interpretation of the 'beautiful game' that revels in on- and off-the-ball violence, chaotic gameplay and special moves. You can play it as a straightforward football game, stringing together passes, lofting delicate through balls, playing friendly international matches and knock-out tournaments. But *RedCard* shouldn't be taken seriously. There is no offside rule and you're encouraged to shove, punch, hack and headbutt opposition players to get the ball.

Play a one-off friendly and you can choose from a vast array of international sides. Matches take place in six of the official Korea/Japan World Cup stadiums, with slick 3D graphics, realistic player names (if not player likenesses) and commentary by the BBC's Simon Brotherton and Sky's Chris Kamara. The action itself is viewed side-on (with five selectable levels of zoom). Notably, *RedCard* also features two power bars. The Turbo bar depletes as you sprint, ensuring that you can't spend the entire game running at full pelt. The Boost bar, meanwhile, lets you supercharge shots and tackles. Expend this bar's stored energy on a shoulder barge and it becomes a flying kick. Hold it down while shooting and your shot becomes a gravity-defying power-blast, cinematically presented in Bullet Time.

Alongside the custom Tournament mode is World Conquest, challenging you to dominate football by beating teams from the five continents. Each continent is represented by a number of national sides, plus a mystery team. Starting in Australia, you only need to win against the resident Socceroos and a team of soccer-loving dolphins to complete the Oceanic continent: North America's honour is defended by three sides and a bonus SWAT team XI while Asia boasts five teams and a tough line-up of Samurai warriors. The further you progress, the more teams stand in your way. Adjustable difficulty levels and controls allow you to tailor the game to your preferences.

With its fast gameplay and hectic violence, *RedCard* may not be realistic, but it's a great deal of fun – especially in Multiplayer mode. It's over-enthusiastic and OTT in every department and while it may lack long-term appeal, it gives an extra dimension to the national sport. Yes it's football, but not as you know it. ☐ **Dean Evans**

PITCH INVASION

Beat the defending continental teams in the World Conquest mode and you'll face a final match against a mystery bonus opponent. Facing you are the following teams.



Dolphins
Flipper and co defend the Oceanic continent, hopping around the undersea pitch on their powerful tails (which they also use to make dangerous sliding tackles).



SWAT Team
Best the North American sides and you'll face a select XI of armoured, mask-wearing special operations officers. You play them on a pitch that's seemingly made of glass.



Mandrills
After unlocking a team of Samurai warriors in East Asia, Africa's mystery side is a gang of red-assed apes. The match takes place on a pretty plateau near a waterfall.



Motion-blurred wind-ups and fizzing, fiery shots.

REDCARD

Why we'd buy it:	Why we'd leave it:	*RedCard* provides an enjoyable and welcome distraction from serious football, but ultimately it's little more than a amusing diversion.
- Full of fast-paced, arcade action - You can play through balls and kick shins - A great multiplayer title	- Slightly fiddly control system - Its initial appeal soon starts to fade	

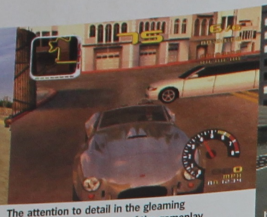
Graphics	Nice presentation, good 3D, so-so animation	05
Sound	Great commentary, atmospheric effects	08
Gameplay	Breathless, end-to-end action and 6-5 thrillers	07
Life span	Extensive modes, but appeal soon fades	05

06

PlayStation.2 VERDICT


Thailand
just 14hrs away
NOW LASTS
24 HOURS
DIMENSION
LYNX


It may be green, it may be mean, but this mangled wreck is going nowhere in a hurry.


The attention to detail in the gleaming bodywork is no reflection of the gameplay.


If you want to win a race we wouldn't advise using the front-of-car view.

TD OVERDRIVE

Law breakin', bone shakin', risk takin', erm, racin'.

Publisher: Infogrames
Developer: The Pitbull Syndicate
Price: £39.99
Players: 1-2
Out: Now
Web site: www.td game.com
60 Hz mode: Yes
Widescreen: No
Surround sound: No

The latest in the enduring *Test Drive* series, *Overdrive* screams arcade so loudly it's a surprise the game doesn't come with a flat-packed teak cabinet and slot to shove coins in. Taking illegal street racing for moolah and pink slips as its theme, *Overdrive* is the chunky aftermath of a pile-up between *Driver*, *The Fast And The Furious* and a Discovery Channel documentary on muscle cars.

Aside from the usual suspects of Quick Race, Single Race and Two-player modes, the game's throbbing engine block is the Underground story mode. It's here that you get initiated into an illegal racing society that will, victory permitting, take you from the *Bullitt*-flavoured streets of San Francisco to Tokyo, London and Monaco. Tracks are linear circuits and in the case of the throwaway Drag Race showdowns, short and very, very straight. The cars are a stirring bunch with Motor City USA throwing up the stars of the game. Once you've snagged first in the boat-like '67 Pontiac GTO or the '69 Chevvy Camaro, it's hard to get worked up by the sterile lines of a Skyline or Lotus Esprit.

AI is well-tuned and the cars' handling is challengingly twitchy at high speeds. If it wasn't for the camera angle making it tricky to read the lay of the track on occasion, and inconsistency so far as collisions are concerned (you can shunt vans away like inflatables while slender roadside saplings will stop you dead) this would be a great racer. As it is, it's great fun and well worth a test drive. ☐ **Paul Fitzpatrick**


Short-cut across the grass. Winning is everything in Two-player mode.

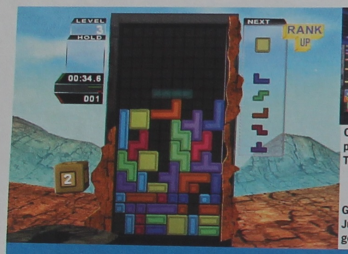
TD OVERDRIVE

Why we'd buy it:	Why we'd leave it:
- We can't afford a real arcade cabinet	- Crap collision detection - Those loading times!

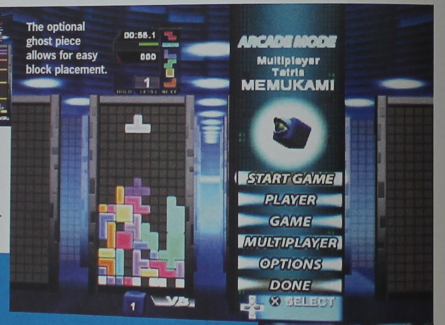
Graphics	07	Enjoyable, formulaic racer with attractive rides and canny CPU challengers.
Sound	07	
Gameplay	06	
Life span	05	

06

PlayStation.2 VERDICT


Compete against three other players, but you'll need a big TV to see what you're doing.

Go on, you know you want to. Just a glimpse of the blocks gets your fingers twitching.



TETRIS WORLDS

Classy. Complex. Captivating. Classic.

Publisher: THQ
Developer: Blue Planet Software
Price: £19.99
Players: 1-4
Out: Now
Web site: www.blue planetsoftware.com
60Hz mode: No
Widescreen: No
Surround sound: No
Peripherals: MultiTap

The old timer's back. Since conception back in 1985, *Tetris* has appeared on every electronic item from Game Boys to keyrings, watches to mobile phones.

Simple in concept, players must guide blocks into a position on a grid to complete a horizontal line. The more lines completed, the more points you gain. The question you're probably asking now is 'Why should I fork out £20 for a game that's been used over and over again?' Maybe you should instead ask 'Why has it been reproduced on so many formats?' The answer: its addictive nature.

The developer has tried to reinvent the gaming cliché by adding a Story mode to what's essentially a five-minute/hour/day (delete depending on your addictive temperament) escape from reality. It did nothing for *Aqua Aqua*. It does nothing for *Tetris*. So ignore the fact that you have to complete levels of brightly-coloured block management to open a portal to another world. Just get stuck in.

Six new modes have mutated the standard block formation in an attempt to get the grey matter working harder. While these modes certainly add variety, *Tetris* doesn't really need freshening. The game is as hypnotic and as enthralling as it ever was. Before you know it, an hour has flown by. And then another. And another. If you've not got access to play online and you gave your Game Boy away, give it a go, if only for the Multiplayer modes, so you can prove to your pals just who is top of the blocks. Playing *Tetris* is easy. It's the stopping that's hard. ☐ **Lou Wells**

The Story mode tries to add depth to a format that doesn't need it.

TETRIS WORLDS

Why we'd buy it:	Why we'd leave it:
- It's compulsive - Retro gaming at it's best	- Mundane graphics - It is only *Tetris*, after all

Graphics	05	It's old, but you'll keep coming back for more. You can't help it.
Sound	03	
Gameplay	08	
Life span	09	

07

PlayStation.2 VERDICT

PlayStation.2 BRONZE





The tube train tunnel to the Third Place? Book us a couple of tickets now!



ON THE DVD

FREQUENCY

Welcome to a vibrant audio-visual endorsement of the Third Place. You won't want to leave.

Publisher: SCEE
Developer: SCEA
Price: £39.99
Players: 1-4
Out: June
Web site: www.scea .com/games/categori es/stratpuzzle/ frequency/
60Hz mode: No
Widescreen: No
Surround sound: No

Frequency is an eye-blisteringly hypnotic, exquisitely beguiling rhythm action game. It blends the rhythmic button-bashing elements of most other examples of the genre with an instinctually tactical element that's more common to a puzzle game, and wraps it up with a wilfully eclectic soundtrack, producing a highly dynamic playing experience. With its constantly shifting array of power-ups and syncopating beats, *Frequency* is a world away from the preordained button sequences required in other similar titles. The closest comparison is probably UGA's melodic shoot-'em-up, *Rez* – which isn't really a rhythm action game at all.

Unlike most rhythm action titles (which usually hail from Japan) *Frequency* has been developed by Sony's American development arm. Anyone who believes that only the Japanese have the vision and courage to create quirky, original games for a potentially limited audience should check this.

As with all the best puzzle or rhythm action titles, the concept at the heart of the game is both shockingly simple, and yet devilishly difficult to describe. Players progress through an octagonal tunnel, pressing particular buttons, as indicated on-screen, to build up musical tunes. Each side of the tunnel – which can be rotated by the player – represents a different part, or track, of the overall tune. For example, one side might be the drum track and another the vocals. Completing two musical bars of one track results in that track playing of its own accord for several more bars, allowing the player to switch to another track. The object of the game is to reach the end of the tune without depleting an energy bar by hitting too many duff notes.

There is, of course, much more to the game than simple, tuneful tunnel travelling. Power-ups can be picked up to increase your score, adding an element of tactics when it comes to which track to choose next. On top of this basic mode there's also a split-screen competitive Multiplayer mode, while a Remix mode allows the game's interface to be used to lay down tracks on top of one of the games' selection of tunes, using special audio effects and loops to create a remixed version.

Frequency is an engrossing game that requires speed, rhythm and concentration, and while it's relatively easy to blunder your way through to the end of a song, the real rewards begin to arrive when you become proficient enough to successfully build up every element of a tune. In doing this, you'll find yourself obtaining higher scores which will subsequently unlock further parts of the game. As with all the very best, addictive titles, it possesses an infectious 'one more go' appeal and induces a primal rush that's nothing short of mesmerising. *Frequency* is yet another fine example of the infinite variety that inhabits the Third Place. ☐ **David McCarthy**

Back story

Initially, there were fears that *Frequency* wouldn't make it to these shores. Apparently, there were difficulties in securing a European licence for the game's diverse mix of songs and musicians, though scurrilous rumourmongers suggested that it was really just a matter of Sony's internal politics. Anyway, the soundtrack's made it over here intact, which is just as well, because it is one of the game's strongest points.

CHOOOON!

No crazy J-pop here. Play tracks you recognise.


Orbital's Hartnoll brothers: happy to feature on another game soundtrack.

Like other rhythm action titles, such as *Dance Dance Revolution*, *Frequency* features a pre-selected choice of music. Fortunately, the list of featured tunes is both comprehensive and inclusive, featuring big name artists such as The Lo-Fidelity Allstars, Paul Oakenfold and Orbital alongside lesser-known talent such as Akrobatik, Fear Factory and (lesser-known to youngsters at least) Curve. It ranges from the speedy breakbeats of *Selecta* by Ethan Eves, to the more conventional rock strains of Powerman 5000's *Danger Is Go*. The highlight, though, has to be the disarmingly breezy electro of Freezepop's *Science Genius Girl*, a synth-inspired ballad about human cloning and prodigious intelligence. Rewind!



Not your average rhythm action game. Think *WipEout*, at a rave, on drugs.

FREQUENCY

Why we'd buy it:	Why we'd leave it:
- It's wildly original - Because of Science Genius Girl - We just want one more go	- Not easy if you've got no sense of rhythm - Too quirky for conservative tastes?

Quite simply, *Frequency* is one of the most euphoric, compulsively addictive, magnificently quirky titles to appear on any videogame hardware anywhere. Go and buy it.

Graphics	08	You'll be too busy to notice the visual brilliance
Sound	09	One of the best soundtracks ever
Gameplay	08	Amazingly simple yet painfully addictive
Life span	08	Looks limited, but life span is actually vast

08

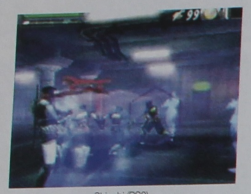
PlayStation.2 VERDICT

www.edge-online.com

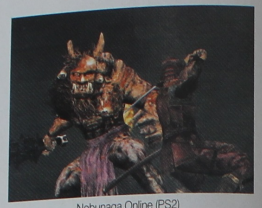
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Tiny Toon Adventures (PS2)


Battle Engine Aquila (PS2)

And extended previews of Deus Ex 2, Breed and Colin McRae Rally 3



E111 on sale May 21

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"Here comes the sun, da de da da." Okay, so lens glare isn't exactly a new effect but it doesn't get any less purdy now, does it?

Russia's come on some since the dark days of Communism, tractors and potato harvests.



Tracks are full of deceptively tricky corners.

Cars and characters are totally fictional, stylised creations.

DOWNFORCE

De-regulated Formula One racing on steroids. Want to take a spin?

Publisher: Virgin Interactive
Developer: Smartdog
Price: £39.99
Players: 1-2
Out: Now
Web site: www.virgin interactive.co.uk
60Hz mode: No
Widescreen: No
Surround sound: Yes

Back story
Set up in 1995, developer Smartdog started off by bringing tennis to the console masses with titles *Tennis Arena* and *All-Star Tennis*. *Downforce* is the company's first PS2 title and brings elements of *Ridge Racer*, *Burnout* and F1 together in what is hoped will be a refreshingly playable spin on what is, for many, a tedious motorsport.

Downforce is as straightforward as racing games come. Befitting its arcade leanings, the cars are stylised monsters of kinetic aggression, each piloted by a comic book national stereotype in leathers. The courses are tightly wound urban affairs created with speed and tactical braking in mind. *Downforce* is, in most respects, just like any solidly designed arcade racing game you care to name. Not that this is a bad thing by any means. But neither is it a recipe for memorable race days.

The game's premise is simple. With F1 losing its audience through boredom, a handful of drivers create a breakaway league with the aim of bringing a more exciting, de-regulated version of the sport to the yawning masses. The resulting races are pared-down sprints to the finish line against nine opponents, without a pit stop or tuning session in sight. There are eight locations from Las Vegas and Geneva to Sydney and Toronto, and each of these boasts a trio of increasingly taxing tracks.

How you get to know these tracks is up to you. You can check out their form in Free Ride mode or plough straight into the two main single-player options. Championship offers a linear route through the Beginner, Intermediate and Expert tracks, giving points for places and the cup to the driver with the most at the end of the season. Trophy mode is essentially a single race option and there are also Time Attack and Time Trial modes.

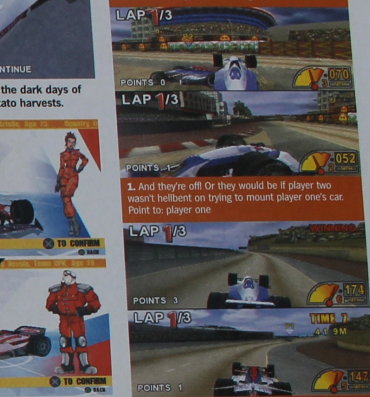
Then there's the two-player modes. Time Tag is less of a race than a war of nerves, giving you three laps to accrue points. You do this in two ways: pulling substantially ahead of your sucker mate for ten seconds or barging/spinning/smashing them off the track. It's an enjoyably strategic change of pace and arguably the best idea in the game. Whereas having just two drivers on the track is forgivable here, it's less so in the regular two-player race mode. Without AI drivers to flesh out circuits, it all gets a bit monotonous after a while. True, the action flits by at a constant 60 frames per second, but compromising the split-screen experience like this is a high price to pay.

Downforce handles as any good arcade racer should. Steering is forgiving enough to be instantly enjoyable but with just the right amount of unpredictability to keep you on your toes. The graphics are fine when racing and spectacular when you crash. You'd never see mechanical carnage like this in a licensed F1 game.

All in all, *Downforce* is not unlike a summer blockbuster at the multiplex. It's well produced, fun while it lasts, but ultimately it fails to stir the soul. The quest to create a brilliant racing game with character continues. ☐ **Paul Fitzpatrick**

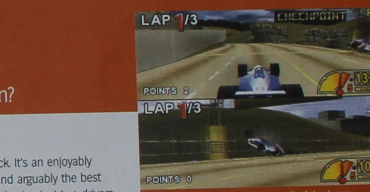
TAG! YOU'RE SHIT!

Downforce's Time Tag mode is a battle of nerves between two drivers for points and glory. Race ahead for ten seconds and you win. Cripple your opponent and you win. But do you race fair and square or try to shunt your opponent off the track? We examine a typical Time Tag race.



1. And they're off! Or they would be if player two wasn't hellbent on trying to mount player one's car. Point to: player one

2. Player two refuses to accelerate, hoping to chase his opponent off the track. However, player one zooms off like a bastard. Point to: player one



3. This time player two slams on the juice in an attempt to win. Accelerates into wall instead. Shame. Point to: player one



4. Player one cruises into next postal code before realising that his opponent has stomped out of the room in a giant strop. And the winner is: player one.

DOWNFORCE

Why we'd buy it:	Why we'd leave it:	A good if unspectacular spin on F1 racing. There's plenty to like but, spectacular crashes aside, there's little to make *Downforce* stand out from the crowd.
- We are virtual petrolheads - We love the movie *Crash* - We think regular F1 is dull, dull, dull	- We like tweaking tyre combinations - We want real drivers, real cars - We already own *Burnout*	

Graphics	Fast, fluid and solid throughout	07
Sound	Thumping choons and screaming engines	07
Gameplay	It's racing. Time Tag enlivens things a little	06
Life span	Enjoyable, but not much replay value	05

06

PlayStation.2 VERDICT



Welcome to the world of rally driving. Surfaces on offer include light dirt...

...soilish type stuff that makes you slide all over the shop and...

...everyone's favourite, the darkish sand type stuff with added cattle grid.





No place to pull a three point turn.

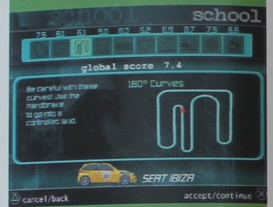


Best ignore that large group of prospective hitchhikers and make a beeline for the end of the stage.



DRIVING SCHOOL

Pro Rally 2002 **has a Driving School, but you'd be better off learning by trial and error. However, you're forced to pass every test in order to access the main mode, so here's what to expect:**



1. Bland menu screens prefigure what is to come. At least the tests have some variety, ranging from wet weather sections to 'learning' how to perform handbrake turns.



2. Here you are given the opportunity to weave in and out of a series of barrels. It makes for a cute mini-game, but most will just want to skip it and get into the race proper.



3. Bang into, or nudge a barrel and you've failed the test. Irritatingly, pressing ⊗ after a test kicks you out of the section and back to the menu screen resulting in lengthy loading.

PRO RALLY 2002

Not exactly road rage, more avenue apathy in Ubi Soft's latest.

Publisher: Ubi Soft
Developer: Ubi Soft
Price: £19.99
Players: 1-2
Out: Now
Web site: www.ubi.com
60Hz mode: No
Widescreen: No
Surround sound: No
Peripherals: Logitech force feedback wheel

Back story

Ubi Soft put a great deal of effort into developing the original *Pro Rally 2001* on PC. But the excellent handling and visuals that were evident in last year's title have been left standing at the side of the road while this PS2 update tries to tune its engine.

Remember when there were no rally games on the market? F1 titles and the glam of GT-style racing sims were out on top while their mud-churning cousins were yet to start their engines – who would have thought that they would corner a whole new market of their own? Since *Colin McRae Rally* popularised the genre four years ago, there have been at least three major rally titles sitting on the shelves every year. *Pro Rally 2002* is the latest addition to the many franchises out there but, given the current level of competition, a new rally game must do more than simply cross the finish line to stand out from the rest.

Good handling mechanics are always important in communicating the feel of tyre traction across differing road surfaces, but *Pro Rally 2002* makes elementary mistakes. Grip is conveyed in a very basic manner: hit mud, and the car slides out for a split-second longer than if the vehicle was on Tarmac; travel across ice and the back slips out a little more than it would on a wet surface. That's about it. There's no real sense of connection between the car and the road surface, there's no rumble feedback and the nuance of control evident in titles like *Gran Turismo 3* and *Colin McRae Rally 2.0* just isn't there.

On beginning the game, you must take part in and complete a Driving School before you can even enter the Championship mode. It copies the excellent licence tests of the *Gran Turismo* series but does so with less refinement and expertise. In fact, the lessons are so poorly-designed and arbitrary that they teach the driver very little. It would have been much more helpful to just let the player learn how to control the vehicle by joining the Championship straight away.

In its defence, *Pro Rally 2002* is technically competent. There are no frame rate issues, the graphics are solid (if a little bland) and all the options you'd expect in a rally game are present. Weather effects are convincing, tyres can be changed to suit the road surface and damage can be repaired between stages. But these are the options that we've come to expect in any half-decent rally driving title. There's even a reasonably decent Arcade mode to appease those who prefer the challenge of other competitors on the road. Purchase *Pro Rally 2002*, and there is a chance that you will enjoy it while testing out the courses and options, but be warned: this game is averageware personified. ☐ Mark Walbank

PRO RALLY 2002

Why we'd buy it:	Why we'd leave it:	Unless you're terribly impatient or really do have only £20 to spare, there are better rally titles on their way soon.
- A competent example of the genre - If you're collecting every rally game in existence	- Does not generate passion and tension - Very basic handling - Colin McRae 3 anyone?	

Graphics	Functional rather than pretty	05
Sound	Weedy engine noises don't help	05
Gameplay	Mildly engaging at best	05
Life span	Plenty of modes and seasons	06

05

PlayStation.2 VERDICT

#1 AXE KICK
FLIP AND SHOOT THE BALL · SLICE THROUGH DEFENDERS · AERIAL ACROBATICS AT ITS FINEST

#8 SUPER HEADER
GO IN FOR THE HEADER · PRAY YOUR HEAD REACHES THE BALL NOT YOUR OPPONENT

#12 BOOSTER
RUN LIKE THE WIND · EXTRA TURBO POWER · SET THE PITCH ON FIRE

#5 DOUBLE FOOTED TACKLE
GO FOR THE BALL · DIVE IN WITH BOTH FEET · BOOT THE BALL, NOT YOUR OPPONENTS LEGS

#15 SHOULDER BARGE
RUN PARALLEL WITH PLAYER · WHILE RUNNING, SWING ARM UPWARD · WHAT A WAY TO GET THE BALL

#9 AIR WALK
WALK IN MID-AIR AND SHOOT · MIND BLOWING POWER · SCORE THE ULTIMATE WINNER

#20 SONIC SHOT
PULL BACK · SHOOT THE BALL WITH UNMATCHED FORCE · UNSTOPPABLE

#3 SUPER TACKLE
OPPONENT BREAKS AWAY · SUPER TACKLE HIM TO TAKE THE GAME TO EXTRA TIME

#17 SLIDING TACKLE
WAIT UNTIL BALL IS KICKED · BEGIN SLIDE · AIM AT BALL WHILE AVOIDING CONTACT WITH FLESH · GAIN CONTROL OF THE BALL

REDCARD
SAME GAME DIFFERENT RULES

·FIFPRO LICENSE, NATIONAL TEAMS, NATIONAL PLAYERS, AND REAL STADIUMS LIKE SAITAMA, DAEGU AND YOKOHAMA.

·OVER THE TOP ACTION, THAT LETS YOU SLIDE-TACKLE AND SCORE IN A LARGER THAN LIFE THREE DIMENSIONAL STYLE.

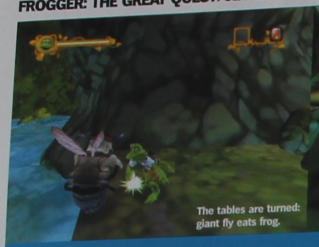


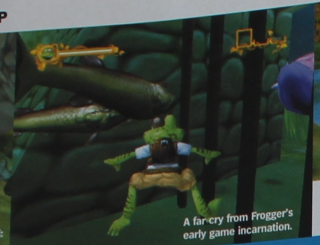


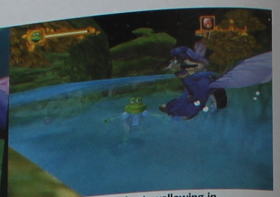
MIDWAY SPORTS

PlayStation.2 XBOX NINTENDO GAMECUBE

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The tables are turned: giant fly eats frog.


A far-cry from Frogger's early game incarnation.


Doing what frogs do best: wallowing in stagnant water pools.

FROGGER: THE GREAT QUEST

He survived five lanes of traffic only to end up in this fiasco.



The little boy makes friends with a mutant ninja frog – should his mother worry?

Publisher: Konami
Developer: KCEA
Out: Now
Players: 1
Price: £39.99
Web site: www.konami.com/main/games/froggerhome
60Hz mode: No
Widescreen: No
Surround sound: No

A quick question for you: what looks like a PSone game, plays like a PSone game, yet strangely costs twice the price of a PSone game? The list of potential possibilities may be long and tiresome but, in this case, the answer lies in *Frogger: The Great Quest* from Konami.

Bearing little resemblance to the classic arcade game from the early Eighties, the now humanised Frogger – after overhearing two boys discussing a fairy tale – heads off to find a Princess who, after the briefest of kisses, will transform him into a handsome Prince. It's an embarrassingly clichéd start – step into the gameplay and everything goes even more horribly wrong. The graphics are bordering on offensive, the gameplay is lighter than helium and the jerky update is so bad it's almost funny. Then, when you get stuck in the scenery, you forget about transforming this frog into a Prince and start wishing a bicycle pump would appear for a completely different kind of frog transformation.

Just 17 stages of brain-scrambling dullness stand between you and Frogger's destiny, although it's unlikely you'll get through half of them before the irresistible urge to throw the game, your PS2 and yourself from something very high becomes too powerful to resist.

Obviously *Frogger* is aimed at the younger end of PS2's audience, but it even manages to price itself out of the gullible kiddie market with a £40 premium, and that's just dumb. ☐ **Dean Mortlock**

FROGGER: THE GREAT QUEST

Why we'd buy it:	Why we'd leave it:
– We're collecting items for *Room 101*	– An expensive relation to the Eighties hit

Graphics	02	Not quite the worst PS2 game ever, but this platformer comes mighty close.
Sound	02	
Gameplay	01	
Life span	02	

02

PlayStation.2 VERDICT





The purple ribbon represents the direction of the aerial raceway. Confused? You will be.





"Follow the yellow light road, follow the yellow..."

JET ION GP

Wanted, for crimes against videogaming.



You don't even need to steer through the tunnel – your ship will simply bounce around corners.

Publisher: Ubi Soft
Developer: Crave Entertainment
Price: £14.99
Players: 2
Out: Now
Web Site: www.ubisoft.co.uk
60Hz mode: No
Widescreen: No
Surround Sound: No

"The fastest and toughest race you'll ever run," it says on the box. "The best designed futuristic racing ships ever created." Space is short, so let's be frank: buying *Jet Ion GP* will be the worst £15 you've ever spent. It makes a mockery of the advances in PS2 gaming. It certainly draws a crowd – some want to see what the laughter is all about, others will think it's something you knocked up in Yabasic over a lunchtime or two. But after five minutes of shallow, brain-rotting play, you'll have seen more than you can handle. You'll realise that *Jet Ion GP* doesn't get any better and that you're wasting precious moments of your life.

Inspired by *WipEout*, you might be tempted to give *Jet Ion GP* a chance because it boasts slim anti-grav racers and looping, twisting race tracks. Don't. Despite multiple racing modes (Grand Prix, Single, Time Attack and Versus) the gameplay is abysmal throughout. There is no real sense of depth to the 3D, no breathless feeling of breakneck speediness. On some sections of track you don't even need to steer – your ship just gently bounces off tunnel walls, almost auto-flying itself around the circuits. The addition of rockets, missiles, shields and boosters tries to add a little pep to the action. But your attempts to actually 'play' the game are constantly thwarted by dodgy collision detection, jerky graphics and unresponsive controls.

Jet Ion GP is shockingly, astonishingly bad. A landfill in Norway duly beckons. ☐ **Dean Evans**

JET ION GP

Why we'd buy it:	Why we'd leave it:
– Sorry, did you say something?	– Have you heard of *WipEout Fusion*?

Graphics	01	Give us £15, we'll call you rude names. You'll have just as much fun...
Sound	02	
Gameplay	01	
Life span	00	

01

PlayStation.2 VERDICT

PS one TM

The best PSone reviews around, courtesy of *Official PlayStation Magazine*.







(Above) Henchman 800 tastes laserbeam death. (Left) Give it up for Rayman and his truly amazing helicopter hair!

RAYMAN RUSH

The limbless oddity pulls on his running shorts to race through platforms.

Publisher: Ubi Soft
Developer: Ubi Soft
Price: £19.99
Players: 1-2
Out: Now

Instead of the standard platform fare, *Rayman Rush* is best described as a console version of school sports day, albeit on a weird alternate dimension. Pointless plot aside, you choose from eight wacky characters (four must be unlocked) and challenge the computer (or a mate) to a race across an obstacle-laden level.

Most races require movement methods that'll be instantly familiar to fans of the jointless Rayman. You can climb walls, slide down slopes, jump, glide, bounce and swing. You can also choose to take multiple paths. The tracks are littered with pitfalls like water and lava, plus falling barrels, nasty whipping vines and giant chomping teeth. You have two defences: the switches that litter the levels (which help *and* hinder your enemies) and a Ray-gun (our witty name, not theirs). With this projectile weapon you can stun monsters and also temporarily freeze your opponent.

Your choice of character seems to make little difference to your chances. Whether you pick Rayman or the peg-legged Razorbeard, each plays the same. They all have the same abilities, just displayed with a slightly different graphical flourish. The incentive to unlock four new characters is therefore practically non-existent.

//Whether you pick Rayman or peg-legged Razorbeard, they both play the same//

As well as the one-on-one Championship mode, you can take a solo run through each track in Time Attack. Completing Time Attack then unlocks that level in Lums mode. Here, you must win the race as normal, as well as collecting all the fairy-like Lums scattered on the course. If that's not enough, winning a Lums mode race unlocks Target mode, which is exactly like Lums mode, except you have to shoot butterflies. A case of spreading the game-jam a little too thinly, we think. For most, the task of running through the same level for the fourth time, whether blasting butterflies or catching fairies, will soon make you turn to another game.

A platform-based racing title is an original idea but it could have been so much better. With more characters, more levels and more power-ups *Rayman Rush* could have been a worthy addition to the *Rayman* series. Instead, it's more like a school cross country – fun to watch but drudgery to race. ☐

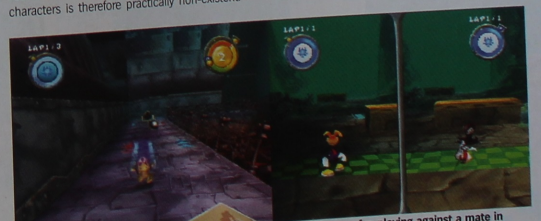
PS one TM RAYMAN RUSH

Graphics	Good looking but not fast enough	07
Sound	All the familiar comedy hubbub	06
Gameplay	Fun, until the problems appear	06
Life span	Measured in hours rather than days	04

A good, original idea but let down by poor design and some very frustrating flaws.

06

VERDICT



Levels are booby-trapped to thwart your progress. Run away. Run away!

It's always more fun playing against a mate in *Rayman Rush*'s Two-player mode.

ROUNDUP



PREVIEW
METAL SLUG X

Old-looking graphics alongside old-looking side-scrolling arcade gameplay? All is not what it seems. The graphics are cartoon in style but the animations are spot-on and the gameplay has more ideas per square inch than an inventors' convention.

The main Story mode involves you choosing one of four characters and then taking them through five levels of carnage with as many lives as you please. Finishing the six levels opens up 20 single-life challenges and a Combat School where you take on missions in a limited time.

There are shape-changing zombies, wall-crawling sewer-dwelling things, Nazis and aliens. You should be warned, *Metal Slug X*'s silliness rating is right up there. ☐



NEWS
DIGIMON RUMBLE ARENA

These critters have already had a couple of cracks of the PSone whip, but *Rumble Arena* looks set to be the best yet. It's simply a case of picking from one of nine Digimon (more can be unlocked) and battling an opponent across a series of clever levels.

Each stage is interactive – our favourite so far is the square-shaped Revolution stage that twists every few seconds so that the floor suddenly becomes the ceiling. We were pleasantly surprised by what we saw, graphically in particular, while the gameplay looks set to match the impressive visuals. ☐

ALSO ON PSONE THIS MONTH...
See what's hot in Japan in a huge Capcom feature, plus a review of *Final Fantasy Anthology*. For the latest PSone news, reviews, previews and playable demos see **OFFICIAL UK PLAYSTATION MAGAZINE.**



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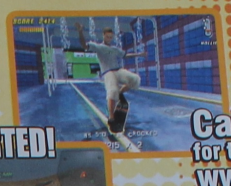
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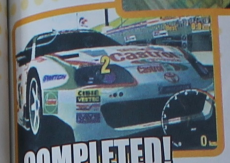




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Edited by: Sam Richards and Lee Hart

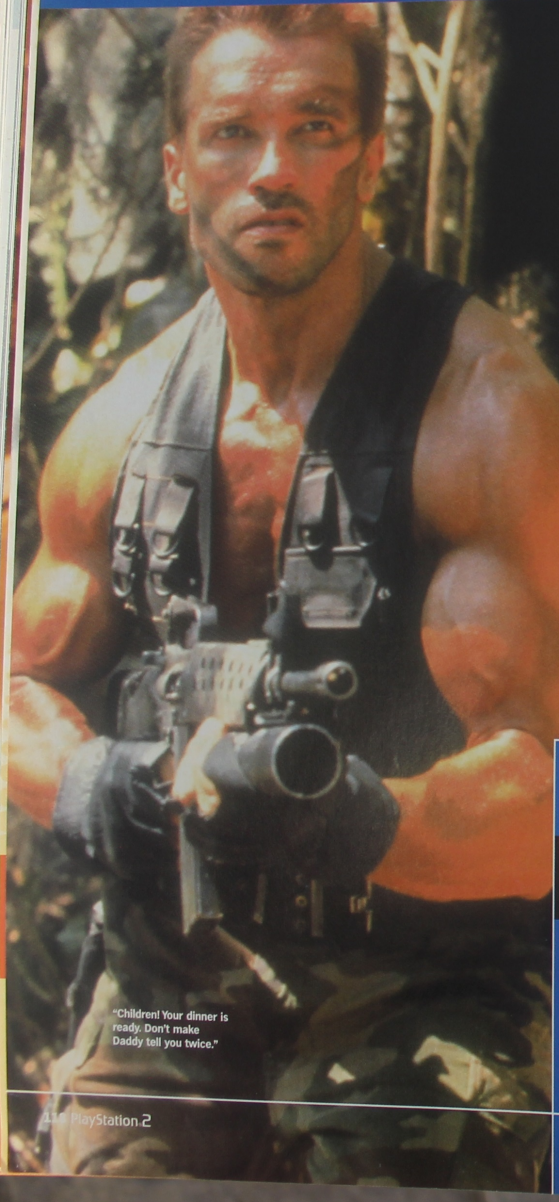
media

DVD/INTERNET/PRINT/MUSIC

When you're done playing, here's what you might like to watch, read and listen to...

Text: Lee Hart/Sam Richards/George Walter/Paul Fitzpatrick/Adam Waring

PHOTO: KOBAL COLLECTION



"Children! Your dinner is ready. Don't make Daddy tell you twice."

PREDATOR SPECIAL EDITION

Fox/£22.99/17 June

Film: Dutch Schaeffer (Arnold Schwarzenegger) and his team of commandos are sent into a Central American jungle to rescue US airmen who have been kidnapped by guerillas (not gorillas). After a gunfight with the terrorists, they discover the corpses of the missing soldiers butchered beyond recognition. Travelling through the jungle to their helicopter, the team then gets picked off one-by-one by an unseen enemy.

Something is out there hunting them. And that something is an eight-foot alien creature – with a face like a wild boar crossed with a vagina – who travels through the cosmos hunting different species for sport and collecting their skulls as trophies. While he may be very big, very ugly and very, very hard, there's one thing the Predator hasn't counted on – taking on a hulking Austrian Ahnoldt, who's in a bad mood and caked from head to toe in mud.

Predator sees Arnie stripped down to his action G-string (metaphorically speaking, thankfully). The story is basic, character development is virtually nil, but none of that matters a jot. This is the action movie at its most pure – schoolboys playing 'war' in the local woods given the high concept treatment. And into this skeletal narrative Director John '*Die Hard*' McTiernan chucks a grenade filled with heart-stopping suspense and bullet-riddled warfare. An all-time great action-fest, the dreadlocked Predator himself is also one of the coolest extra-terrestrials ever invented. With thermal imaging, cloaking devices and a laser blaster, plus a first-aid kit attached to his arm, he's both terrifying and immensely practical. **LH**

Features: As well as the uncut version of the movie, this new Special Edition features a plethora of extra goodies. There are two commentaries, the first with John McTiernan and a second text commentary by film historian Erich Lichtenfeld, incorporating interviews with numerous members of the production crew. The *Inside The Predator* section contains six featurettes ranging from on-set footage of the village battle sequence to a tribute to Kevin Peter Hall, the giant inside the Predator costume. Deleted scenes and an excellent Making Of documentary (see below) complete the package.

Verdict: Arnie's finest two hours away from the *Terminator* franchise, *Predator* is action cinema at its very best. **9/10**

I WANT TO BE A MACHO MAN

Sod finding the inner motivation for hunting a gruesome alien beastie who wants to take your head back home on a plaque, *Predator*'s butch cast of actors were far more concerned with pumping iron than immersing themselves in the method. As revealed in the Making Of documentary *If It Bleeds We Can Kill It*, the competition to get the biggest biceps was fiercer than a Village People lookalike contest in San Francisco.



Carl Weathers: "You get up at 4:00 in the morning because you want that pump, but you don't want the other guy to see you getting that pump, because when you walk on to the set looking that good it's gotta be natural! You didn't work out *that* hard, God just blessed you!"



Jesse Ventura: "The biggest thrill for me was when we hit wardrobe. I happened to view Arnold's wardrobe tape and when my arms taped out one inch bigger than Mr Olympian's, that made Jesse Ventura feel good!"



Arnie: "I told the wardrobe department they should tell Jesse that, so I could bet him a bottle of champagne when he came to the gym. He came and said, 'Y'know Arnold, we should measure our arms and see who has bigger arms.' I said, 'Of course, let's bet a bottle of champagne.' And then we measured and my arm was three inches bigger than his! He lost a bottle of champagne!"



"How do you expect me to draw it when it keeps changing shape?"

GHOST WORLD

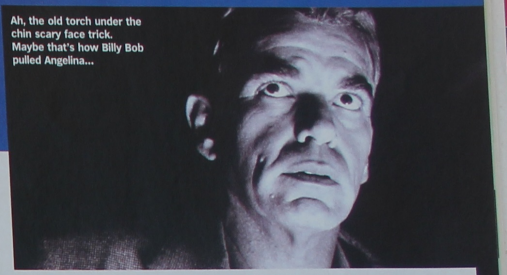
Warner/£19.99/20 May

Film: Teenage misfits Enid (Thora Birch) and Rebecca (Scarlett Johansson) are at odds with everyone and everything around them, and after graduating it seems even their own friendship is in danger of drifting apart. Enid finds solace in her fascination with hopeless loser and obsessive record collector Seymour (Steve Buscemi), a fascination that is initially ironic but eventually sets Enid out on the road to maturity.

Adapted by Daniel Clowes from his graphic novel and directed by Terry '*Crumb*' Zwigoff, this is a wholly faithful interpretation that succeeds in transporting *Ghost World* from comic strip to celluloid. With moments of sophisticated comedy and poignant drama, the characters who inhabit this world may not be particularly appealing but they're certainly real. **LH**

Features: *Mr Clowes' Neighbourhood* is a guided tour of his home town which provided much of the inspiration for *Ghost World*. We see him drawing a cartoon and in an interview about the movie, Clowes reveals that the actresses were "actually better than the girls in the comic."

Verdict: A coming-of-age comedy that gets painfully close to the truth. **7/10**



Ah, the old torch under the chin scary face trick. Maybe that's how Billy Bob pulled Angelina...

THE MAN WHO WASN'T THERE

Entertainment In Video/£19.99/Out now

Film: Just your everyday story of a monosyllabic barber who blackmails and accidentally murders his wife's lover in order to raise funds for a move into the dry cleaning business. *The Man Who Wasn't There* is typically unique magic from the Coen Brothers. Set in the Fifties and shot in beautiful black and white, this would be pure film noir were it not for the subtle, idiosyncratic Coen humour that riddles the story. A slow moving film, exemplified by Billy Bob Thornton's almost catatonic performance in the lead, many viewers will be left wondering what all the fuss is about. But for Coen fans, this is yet further evidence that the siblings can simply do no wrong. **LH**

Features: Coen aficionados rejoice! For the first time the brothers have recorded a commentary (accompanied by Billy Bob) and it's a laugh-out-loud corker. There's also a 50-minute interview with cinematographer Roger Deakins which is a veritable masterclass in shooting movies; a Making Of with on-set footage and interviews with all the main cast and crew; plus five deleted scenes, including a close-up of a salad.

Verdict: Film noir gets the Coen treatment. The result is yet another classic. **9/10**



Smile, you've just defined the sexually empowered neo-feminist dialectic zeitgeist!

THELMA & LOUISE SPECIAL EDITION

MGM/£19.99/Out now

Film: A film that captured the cultural zeitgeist of the early Nineties – sisters doin' it for themselves, the backlash that led to the creation of the hideous 'new man'. Now a decade later and with the gender war going through a (no doubt temporary) lull, *Thelma & Louise* is ripe for re-evaluation.

After Louise (Susan Sarandon) kills a redneck who was trying to rape Thelma (Geena Davis) the girls go on the run, driving across America with the law in pursuit, gradually becoming the women they want to be. Warm, funny and often touching, this isn't a male-bashing chick flick, it's a traditional road movie that just happens to be seen from the female perspective. **LH**

Features: Director Ridley Scott's commentary is a finely detailed account of the production. The second commentary from Sarandon, Davis and Writer Callie Khouri is another good 'un, although many of the anecdotes crop up in the accompanying documentary. We also get eight deleted scenes and a fair bit more.

Verdict: A great road movie, more about friendship than feminism. **8/10**



You say: "Oh yeah, Jackie Chan fighting as usual." We say: "AAARRGH! PROSTATE EXAMINATION!"

ULTIMATE FIGHTS FROM THE MOVIES

Universal/£19.99/27 May

Film: The first in Universal's new FlixMix range, this does exactly what it says on the tin: it's a collection of famous movie punch-ups, gun battles and swordfights presented in a bombastic, growling voice-over stylee.

There are 16 scenes in all and highlights include Al Pacino introducing would-be assassins to his "leetle friend" at the bloody climax to *Scarface*, Brad Pitt's brutal bare knuckle boxing bout in the otherwise minging *Snatch*, plus vintage Jet Li and Jackie Chan chopsocky from *Fist Of Legend* and *Legend Of Drunken Master* respectively.

It's a good laugh to see a non-stop barrage of action sequences and where else would Pacino and Jean-Claude Van Damme be found sharing the bill? But the concept does rapidly wear thin and repeat viewing will largely be restricted to post-pub "lesh act out thesesh fightsh!" brainwaves. **LH**

Features: There are profiles of all the featured stars and stats on each showdown, plus a commentary from legendary Hong Kong action flick Producer, Tsui Hark.

Verdict: Fun but flimsy collection of cool move fight scenes. **5/10**

›› **ALSO RELEASED**
Big Trouble In Little China (Fox/£22.99)/**Conan The Barbarian** (Fox/£19.99)/**Beverly Hills Cop** (Paramount/£19.99)/**Croupier** (VCI/£19.99)
Batman: The Movie (Fox/£19.99)/**Heist** (Warner/£19.99)/**The Time Machine** (Warner/£15.99)/**The Avengers: 1965 Dossier One** (Kult TV/£24.99)



The classic first album sleeve for feudal Japanese boy band popsters, Samurai Club 7.

PHOTO: KOBAL COLLECTION

TOP 10 WORLD CINEMA DVDS

Les Enfants Du Paradis
Second Sight/£19.99
Film: Set around a theatrical troupe in 1840s Paris, this romantic tragedy focuses on Baptiste, a mime artist who becomes the toast of society but whose life is haunted by unrequited love for the ethereal Garance. A regular inclusion in Best Film Ever lists, *Children Of Paradise* (to give it its English translation) is a profound, deeply moving experience.
Features: Theatrical trailer.

La Belle Et La Bete
BFI/£19.99
Film: Jean Cocteau's magical interpretation of *Beauty And The Beast* has provided just about all the classic elements and imagery we now associate with the fairy tale. From the eerie castle where furniture comes to life, to the inner humanity of the Beast, this was copied almost exactly by Disney for their smash hit 1991 animation.
Features: Commentary. Short film. Interviews.

The Wages Of Fear
Optimum/£19.99
Film: In the South American jungle, four truckers are hired to deliver supplies of deadly nitroglycerine to a remote oil field. Across rough terrain and perilous mountain roads, the drivers know that even the slightest jolt could cause an explosion – resulting in one of the most tension-dripping, edge-of-the-seat thrillers ever committed to celluloid.
Features: Stills Gallery. Trailers.

Seven Samurai
BFI/£19.99
Film: The prototype for *The Magnificent Seven*, Akira Kurosawa's feudal epic was itself inspired by the Hollywood Westerns of John Ford, with a wandering group of samurai replacing the usual cowboy gunslingers as they protect a village from marauding bandits.
Features: Commentary.

The Seventh Seal
Tartan/£19.99
Film: The most famous work of gloom merchant Ingmar Bergman, this meditation on life and God stars Max Von Sydow as a disillusioned knight returning from the Crusades. Confronted by Death, he challenges the Reaper to a game of chess in order to delay the inevitable and commit a final act of heroism that will make his existence worthwhile.
Features: Film notes.

Breathless
Optimum/£19.99
Film: Jean-Luc Godard's hugely influential New Wave classic takes the genre staples of film noir and adds jump-cuts and Gallic style, as charismatic hood Jean-Paul Belmondo goes into hiding with American girlfriend Jean Seberg after killing a cop.
Features: Photo Gallery. Production notes. Short film.

Fellini's 8 1/2
Nouveau/£19.99
Film: An autobiographical musing about the creative process, Fellini's masterpiece stars Marcello Mastroianni as filmmaker Guido, who's struggling to develop a new project in the wake of recent success. As he fails to come up with any ideas, Guido retreats into his dreams to escape the pressure, and there finds inspiration for a new movie.
Features: Stills Gallery.

Cinema Paradiso
Arrow/£19.99
Film: A young boy in a post-WWII Italian town is captivated by the local movie house and its warm-hearted projectionist. A love letter to the magic of cinema, this is arguably the most universally adored foreign language film ever made.
Features: None.

Cyrano De Bergerac
Tartan/£19.99
Film: Warrior poet Cyrano falls in love with the fair Roxanne but can only woo her through letters because he's ashamed of his huge hooter. A larger than life performance from Gerard Depardieu (sporting a larger than life prosthetic nose) makes this the definitive version of the famous story.
Features: Production notes. Stills Gallery. Interview.

Crouching Tiger, Hidden Dragon
Columbia TriStar/£19.99
Film: Two devoted samurai and young lovers separated by social standing are propelled together in Ang Lee's unique mix of doomed romantic epic and martial arts extravaganza.
Features: Documentary. Interview. Commentary.

TEXT: LEE HART



Damien Hirst's new range of Toby Jugs outraged the WI.

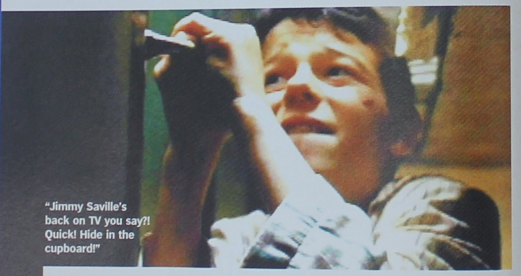
DELICATESSEN

Momentum/£19.99/Out now

Film: Set in a stylised French town that's equal parts Fifties throwback and post-apocalyptic future, this cult classic from Jean-Pierre Jeunet (*Amelie*, *The City Of Lost Children*) focuses on an apartment block owned by a murderous butcher.

With stringent rationing in place, food is the most valuable commodity, so when ex-clown Louison applies for a job in the butcher's delicatessen, plans are hatched to chop up the hapless funnyman and feed him to the tenants. Enter the butcher's daughter, who falls for Louison, and the lovers attempt to foil cleaver-wielding Daddy with the help of subterranean rebels.

With its bizarre story, a rogues gallery of wonderfully oddball characters and astonishing Terry Gilliam-esque visuals, *Delicatessen* is a wholly original delight. **LH**
Features: The behind-the-scenes footage of rehearsals and set decoration is fascinating. There's also a great commentary from Jeunet, reminiscing about the production.
Verdict: Weird and wonderful cult hit. **8/10**



"Jimmy Saville's back on TV you say?! Quick! Hide in the cupboard!"

THE DEVIL'S BACKBONE

Optimum/£19.99/Out now

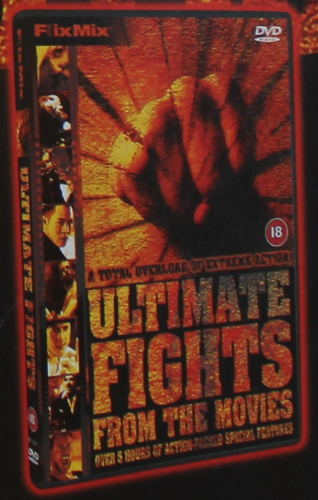
Film: Another sinister treat from Mexican frightmeister Guillermo Del Toro (whose canon includes two wildly different vampire shockers: the disturbing *Cronos* and action-packed *Blade II*, *The Devil's Backbone* is a slight departure in that it favours subtlety and suspense over thrills and gore.

Upon his arrival in a remote orphanage during the Spanish Civil War, ten-year-old Carlos makes contact with a spirit who delivers the message, "Many of you will die." After discovering the identity of the ghostly messenger, Carlos understands that the spirit represents no threat and that the real danger is very much alive and kicking...

A stately ghost story that builds its tension gradually and without resorting to shock tactics, the film demonstrates that true horror is the human lust for money and power – a greed that lies beneath both the on-going war and the events in the orphanage. And while it never quite reaches white knuckle levels, this delivers more genuine intrigue and suspense than any number of popcorn Hollywood thrillers. **LH**
Features: There's a comparison between the (beautifully shot) finished movie and the original storyboards. Two special effects sequences are deconstructed, including the stunning appearance of the ghost itself. And a behind the scenes featurette offers interviews with Del Toro and his cast.
Verdict: A classy ghost story, haunted by civil war and greed. **7/10**

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»INTERVIEW



In Hawaii, a Kahuna is a wise man, although not necessarily one wearing a Pringle sweater.

FC Kahuna

OPS2 trades blows with the big beat bruisers turned Tong faves.

"We have never set out to make a Number One," says Dan Ormondroyd, the more vocal half of the FC Kahuna partnership. "But if people like Pete Tong and Seb Fontaine are playing our records, then great. At least they're not playing fucking Tiësto."

Dan is talking about *Hayling* and *Glitterball* – both tracks feature on the duo's forthcoming album 'Machine Says Yes'. *Glitterball* is a tough, bass-driven dancefloor monster that sounds retro in its choice of bleeps but, at the same time, so very 'now' – no wonder Tong made it his Essential New Tune. *Hayling* is a world apart. The bleeps are still there but in a melodic, beautiful and thoroughly downtempo way with the wistful vocals of Gus Gus singer, Hafdis Huld, drifting effortlessly over the top.

When *Hayling* first came out last year on a limited 10", it suggested a change in direction for the Kahuna boys – not so. "We did loads of downtempo remixes during the Kahuna Cuts period that never came out," says Ormondroyd. "*Hayling* was never really a huge change of direction for us."

Till then, running the Kahuna Cuts label and promoting the Big Kahuna Burger club, Dan and Jon Nowell were better known as perpetrators of the hedonistic big beat scene, a movement that broke artists like Fatboy Slim and The Chemical Brothers. Back then, their sound was more, "Crash bang wallop," to use Nowell's words.

FC Kahuna's debut LP, 'Machine Says Yes' is still 'crash bang wallop'. But this time, it's a more finished product than the breakbeat efforts that graced the decks of their Big Kahuna Burger club. It's also intrinsically personal. "Most of the dance music icons today don't give a shit," Nowell complains. "If people look up to us as a result of this record, I hope it's because they think we actually care about the music we're producing."

As a result, 'Machine Says Yes' sits way above many of the soulless records recently churned out in the name of house music. Among dancefloor orientated tracks like *Nothing Is Wrong*, *Mindset To Cycle*, *Growler* and *Microcuts* sit the spine-tingling *North Pole Transmission* and *Fear Of Guitars* – featuring vocals from Gruff Rhys of the Super Furry Animals. Ormondroyd remembers this fondly. "He just went in and sang about fishy fishy fingers and lighthouse keepers all over the track. When he finished he asked, 'Do you think I might have gone a bit over the top?' We thought it was great."

FC Kahuna probably won't ever be Number One. So what? Their enthusiasm for their music and desire to "blow people's minds a bit" is refreshing at a time when 'dance' music is becoming as formulaic as most Top 40 fodder. "We just wanted to make something that was a fraction better than the rest." You have boys. You really have. ☐ **GW**

//"He just sang about fishy fishy fingers and lighthouse keepers. We thought it was great"//

**FC Kahuna's album 'Machine Says Yes' is out this month through City Rockers.*



CITY ROCKERS

The label they're all talking about.

Founded last year by Phil Howells, who used to work with Pete Tong at FFRR, City Rockers is one of the most talked about labels of the past six months. Home to FC Kahuna, Felix Da Housecat, and Tiga And Zyntherius – who might provide City Rockers with their first big hit, *Sunglasses At Night* – City Rockers elude generic classification. Its sound is an unpretentious blend of four to the floor beats, electro, pop, funk and punk. For an idea of its sound get 'Futurism', a compilation album of tracks released on the City Rockers imprint, out this month.

»INTERNET



THE HISTORY OF PONG

www.pong-story.com

Feast your wistful eyes on The *Pong* Story – the Web site of the very first videogame. The site offers a retro banquet of interesting articles, game history and nostalgia-inducing images. Quiz your mates in the pub and stun them with your gaming knowledge. Who really invented the videogame? In what year did the first videogame come to be? Did it really all start with *Tennis*?

Want to know how many different types of *Pong* systems there are? Want to contribute to the *Pong* Forum, donate your old videogame systems or join the Classic Videogame Syndicate? Okay, so perhaps the site is a magnet for the anally retentive, but anyone with any interest in videogames should take a visit.



FIFA WORLD CUP

www.fifaworldcup.com

With EA's *2002 FIFA World Cup* reviewed on page 092 and the real thing just around the corner, it's high time to get into a footy frenzy on the Net. *The official World Cup* Web site is as slick an affair as you'd expect. Match schedules, locations, referees, photos, archives: there's enough here to tickle the shin pads of even the most miserable non-believers.

The international presence of the World Cup is reflected well in the site's versatile approach to the competition. With six language options and definitive team coverage, it's all good... bar the image we saw of Maradona kissing the trophy under the 'Classic Players' heading. Boo.

THE TOP FIVE

Skidding in this month are five of the best sites to get you in the mood for *TOCA Race Driver*.

1. www.codemasters.com/tocaracedriver/front.htm
The official game site with info on tracks, drivers and more, plus downloads and screenshots.

2. www.tocatour.co.uk/
The official site of the British Touring Car Championship with all the tracks, teams and stats.

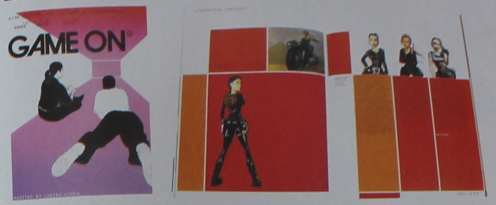
3. www.dtm.de/index.php?lang=en
The official site of the German Touring Masters, one of *TOCA Race Driver's* other European legs.

4. www.v8supercar.com.au/about/default.htm
Another stat-packed official site. This one covers the AVESCO championship in Australia.

5. www.worldmotorsport.com/Touring_Cars/index.php
A useful hub with scores of links to touring car championships worldwide.

»PRINT

Books



GAME ON

Edited by: Lucien King
Publisher: Laurence King Publishing
Price: £19.95

To chart the history and culture of videogames in 143 pages is an ambitious task, but the passionate and obsessive Editor, Lucien King, has done a veritable job of covering the most controversial bases.

Issues such as 'Violence And The Political Life Of Videogames', 'Girls Playing Games' and 'Do Independent Games Exist?' are all presented in balanced and intelligent chapters. Each has been written by different experts who include high-brow journalists, academics, company directors, Steven Poole and a 17-year-old gamesplayer called Gautam Narang. This is a well-illustrated book that's informative and lively, with each of the writers proving, through their words, that they genuinely love games.

This is refreshing in comparison to the less-educated and misinformed column inches usually put out in the mainstream press when they attempt to tackle similar 'issues'. The result is a distinctly positive approach to the cultural phenomenon that gaming offers. The book has been written in conjunction with The Barbican's Game On exhibition – which has been on display since May – and will act as a substantial afterthought to the more interactive arm of the project. Essential for newcomers who want to understand videogaming as a complete whole. ☐ **GW**

**For more information on Game On log on to www.barbican.org.uk*

Magazines





XXL

Frequency: 11 times per year
Price: US$3.50
See: www.xxlmag.com

XXL is one bad magazine. 'Bad' in that it's got serious street attitude. Black and proud, the focus is on hip-hop, Afro-American urban culture, and, er, bitches.

Features-wise, the focus is squarely on the big names in the US rap/hip-hop scene. The issue we got our hands on had interviews with B G, Sheek, Lil' E, Suge Knight, Kay Slay, Project Pat and Irv Gotti. Plus there's a smattering of street fashion, ghetto blasters and barely clad laydeez.

The best way to get a handle on its readership is to flick to the letters: "I gotta holla to *XXL* for keeping this shit real. I was really feeling the article y'all did on Dee and Waah. Those niggas are street. I really hope that Dee gets well and is able to walk again. I feel we're similar in some situations. They made something of themselves and didn't let the bullshit hold them down. I'm locked down in jail 23 hours per day. I'm trying to come home and do the same thing." Quite.

Gaming content: One page is devoted to multi-format games coverage. The May 2002 issue reviews *Star Wars Racer Revenge* and *Sled Storm* for PS2 in the mag's own distinctive ghetto twang. Unsurprisingly *NBA 2K2* is Number One in the *XXL* Top 5. ☐ **AW**

**XXL can be picked up from newsagents with a good import section. Or subscribe online for US$24 per year.*

»MUSIC



Moby: "Someone help me get this off, I've got a car ad soundtrack to write!"

SLEEVENOTES

Using the power of your PS2 with this month's best CDs.

MOBY 18 [Mute]



Who? Smug bald fella responsible for the most insidious album of the last few years – 'Play' – after he licensed every single track to adverts and TV soundtracks.

Highlights: Decent tunes abound from guest vocalists such as falsetto soulster Freedom Bremner, but the predictable backing engulfs all in a wave of muzak.

Lowlights: The same looped soul samples, the same plodding beats, the same new age strings... it'll be déjà vu for anyone who's ever attended a crap dinner party.

Verdict: Much of '18' adheres so depressingly to the 'Play' formula that you almost feel Moby has been held to ransom by his commercial clients. **4/10**

PUDDLE OF MUDD Come Clean [Flawless/Geffen]



Who? Protégés of Fred Durst and saddled with the worst name in pop history, these grunge throwbacks actually scrub up better than expected.

Highlights: No sportz metal posturing for these boys, just pure angst rock from the Alice In Chains school. Chart-friendly edge hopefully precludes fatal smack habit.

Lowlights: Pathetic lyrics make it difficult to feel their pain – but ironically, when the Mudd attempt to send themselves up on *She Hates Me*, they're even worse!

Verdict: They look moody on the sleeve and singer Wes Scantlin wants to be Kurt Cobain so much it hurts, but ultimately this is harmless pop grunge fun. **5/10**

DOVES The Last Broadcast [Heavenly]



Who? Second album from Manc ex-ravers turned stubble-ridden epic rockers. They could have easily morphed into Travis, but thankfully haven't.

Highlights: Among numerous examples of sweeping melodic joy, *Satellites* grabs those heart-strings and keeps pulling for seven glorious minutes.

Lowlights: If Doves were any more epic, they'd be Simple Minds.

Verdict: Sensitive but not soft, this is one for cheap red wine, long late nights and getting back together with your girlfriend. Aw, we're all overcome. **8/10**

OAKENFOLD Bunkka [Perfecto]



Who? First name Paul, the once-influential Balearic DJ, now a trance anachronism. Obviously saw Timo Maas doing a 'proper' album and decided he wanted some of that.

Highlights: None. Not even guest vocalists Ice Cube, Nelly Furtado and Hunter S Thompson (together at last!) can conjure up anything of remote interest.

Lowlights: The whole album reeks, but getting the bloke out of Crazy Town to rhyme over a loop from *Everybody's Talkin'* plumbs stinking new depths.

Verdict: A shockingly misguided, dated and pompous serving of flavourless trance-lite from a man who must once have had talent, but should now be left to fester. **2/10**

DOT ALLISON We Are Science [Mantra]



Who? Scottish chanteuse, once of blissed-out early-Nineties dance act One Dove, and partner of Death In Vegas's Richard Fearless.

Highlights: Produced by Keith Tenniswood. Two Lone Swordsmen/ the album pulses with the current fetish for Eighties electro beats while Dot purrs alluringly above it all.

Lowlights: Relies too heavily on voguish production at the expense of memorable tunes.

Verdict: Ownership of this dreamily hip album will undoubtedly make you some cool friends, but it might not sound so essential in a year's time. **7/10**

»ALSO RELEASED
El-P Fantastic Damage [Def Jux]/**People Under The Stairs** OST [Om]/**Various Artists** Spider-Man OST [Columbia]/**Ben Human** Go Human Not Ape [Unique]/**Marschmellows** From The Decks Of Marschmellows [Audiopharm]

TEXT: SAM RICHARDS

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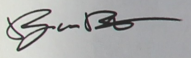
HARDCORE

Tips, tactics, tricks, cheats. Want to rip your new games to shreds? Welcome to the section that's strictly for the HardCore...



Two blockbuster games, two enthralling tactical player's guides! This month's Hardcore sees off our condensed version of the walkthrough section of Piggyback's *Official Strategy Guide to Metal Gear Solid 2* in spectacular style as we blitz the remainder of the levels and pummel the final boss. We also kick off the first of an epic *Deus Ex* two-parter...

Given an *OPS2* silver award last issue, *Deus Ex* is a game that any self respecting games enthusiast should own. Not only does it quench your blood lust with its frantic, first-person shooting action, but it also offers an unparalleled level of sophistication. No other game of this ilk lets you play exactly how you want by presenting you with so many routes, junctions and multi-tactical problems. Of course, you could just breeze through it with all guns blazing, treading the most obvious paths, but the beauty is in exploring, uncovering new, concealed routes that enable a more stealthy approach. In our guide we highlight such routes and also get you into the habit of using your mind rather than your missiles. We hope you enjoy getting stuck in.



WRITE IN!

Stuck? Frustrated? About to slam your Dual Shock 2 through the TV screen? Then write to HardCore. We'll do our best to unearth codes, secrets, walkthroughs or advice for just about any game you want. So, if you need a hand, just pick up that pen or keyboard and write to me, Ryan Butt c/o **HardCore, *Official PlayStation 2 Magazine***, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Galactic laserpost to **PS2@futurenet.co.uk**.

METAL GEAR SOLID 2: SONS OF LIBERTY

And so the end is near and the final curtain is being well and truly faced in the form of the last taxing levels and a mean mutha of a final boss. Ladies and gentlemen, the last push...



☐PROVIDED IN ASSOCIATION WITH PIGGYBACK. A MORE COMPLETE SOLUTION AND FULL VERSION OF THE TEXT CAN BE FOUND IN THE 212-PAGE *METAL GEAR SOLID 2 OFFICIAL STRATEGY GUIDE* AVAILABLE FROM PIGGYBACK, PRICED AT £12.95 AND AVAILABLE IN ALL VIDEOGAME RETAIL OUTLETS NOW.

**You can download 12 free pages of the Metal Gear Solid 2 Official Strategy Guide and enter the Official Metal Gear Solid 2 competition at www.authorisedcollection.com.*

piggyback

YOUR EQUIPMENT

Use ⓡ1 and ⓡ2 to call up the items and weapons in your possession at the start of the mission. As soon as you press one of the two buttons, the scene freezes and you can use your controller's left analogue stick to select an object. Press ⓡ1 and you can see your controller's left analogue stick to select an object. Press ⓡ1 to see a list of all available weapons (limited to the M9 at the start). You'll find out more about this gun at the appropriate point. Depending on the difficulty level in question, you'll also have Magazines at your disposal at the start. These are empty cartridge magazines which you can throw using ⓡ2. The longer you hold down ⓡ2, the further your Magazine will fly. While you cannot inflict any direct damage on your opponent using this manoeuvre, it will distract him. Use ⓡ1 to call up your list of items – you can choose to use the Camera, Cigarettes or the AP Sensor. The Camera has a handy zoom function, enabling you to take a closer look at your surroundings (just press ⓡ3 or ⓡ3). Selecting the Cigarettes causes tiny clouds of smoke to rise into the air and will eat away at your Life-Gauge, just as they do in real life. The AP Sensor detects lifeforms in your immediate environment – you'll feel your controller vibrating as soon as anything is nearby.



YOUR RADAR

As long as you've decided to play using the Radar, your Radar screen will appear at the top-right edge of the picture. Your enemies will be shown as red dots. If you are more or less at the same height level as your opponent, his field of vision will be marked by a cone-shaped area. The guards' field of vision is shown in blue.



THE BIG SHELL PLANT DE CONNECTING BRIDGE

Items: None

As well as the two soldiers in the lower section, another guard on Strut-E is keeping an eye on the upper part of the bridge. Don't be afraid to use your weapon. If you're quick, though, you can run directly across the top part of the bridge to the upper entrance of Strut-D without being spotted.

STRUT-D SEDIMENT POOL

Items: None

The route to Shell 1-2 Connecting Bridge is clear, so proceed there directly. If you're playing in Hard mode, run to the first few steps and then crouch down until the approaching soldier turns around again. Run behind him along the exterior wall. As soon as he stands still, go behind his back to the stairs in order to reach the Shell 1-2 connecting bridge. On difficulty level Very Easy and Easy expendable items are refreshed here.

SHELL 1-2 CONNECTING BRIDGE

Items: Ration, Stinger

Use your SOCOM and PSG1 to disable all Control Units. In Very Easy mode you'll have to deal with six targets, while eight await you in Easy mode. The number increases to ten in Normal mode, 12 in Hard mode and 14 in Extreme mode. If you have no PENTAZEMIN to steady your hand, lay your weapon down and then pick it up again immediately: your hand will tremble less in the first few seconds. Incidentally, you'll find it easier to aim with a steady hand if you lie down. Once the bridge is safe, your path is blocked by the terrorists' leader – and someone seems to have risen from the grave to help you... It's Solidus Pliskin, who promptly chucks a Stinger missile launcher in your direction! Let the battle commence...

Close-range MG fire: If you find yourself confronted by machine gun salvoes, run to the lower level of the bridge, crouch down and press yourself against the green superstructures. If the Harrier changes position and starts firing from the opposite side, just follow suit and switch sides.

Long-range Machine Gun fire: If you find the Harrier's approach accompanied by machine gun salvoes rather than missiles, fire a Stinger and switch to the lower level. Solidus will fly over the bridge just once, thus ending his attack.

The Harrier above you: At the start of battle, Solidus generally deploys weak Machine Gun fire while hovering above you. If you switch to the lower level, your opponent will turn away.

Missiles from a distance (without warning beeps): If the jet fires a missile from a distance, you'll see a brief flash. Fire your Stinger once, and then switch to the lower level.

Missiles from a distance (with warning beeps): If the Harrier approaches from a distance, accompanied by a loud and rising beeping sound, you must jump down to the lower level immediately. Now crouch down and press yourself against the superstructures or the wall, depending on the direction from which the jet is approaching.

The Harrier from below, permanent missile fire: If the Harrier dives, it's time for you to move to the lower level again. Press yourself against the green superstructures but remember that they do not offer 100% cover. You could also take evasive action by executing rolls lengthwise across the bridge. You'll then have time to fire several missiles at the hovering jet. The more the Harrier is damaged, the fewer missiles it will launch.

Armageddon: Once you've inflicted around 50% damage on the jet, Solidus will launch an attack wave involving a variety of bombs (in Hard or Extreme mode, this Armageddon attack takes place once the jet has taken just 30-40% damage). The attack is heralded by a film sequence and you can avoid it on the lower level.

SHELL 1-2 CONNECTING BRIDGE (DAMAGED)

Items: AK Suppressor, PSG1-T, PSG1, Rations

Jump onto the other side of the damaged bridge. Run up the steps to the damaged entrance to Strut-G and then take the PSG1-T TRANQUILLISER DARTS. Now continue to the right, using a roll to access the platform surrounding the Strut. Once you're a the end of the platform, climb over the railing and let yourself drop. You must use your PSG1-T to knock out any guards you find here. Now jump over the hole in the platform and swing along to the right towards the ladder.

STRUT-L PERIMETER

Items: None

You'll see guards patrolling behind windows just after the first bend. They appear to be on the alert. You cannot climb inside, and knocking them out is no easy task... especially since two of the floor plates are loose on the platform. So quickly, and without pausing the game, crawl along underneath the windows.

After the bend, press yourself against the wall and move towards the other side of the platform, assuming a crouching position as soon as you reach the obstacle. Then run along the platform, passing the soldier before he has a chance to unzip his flies and urinate. Now swing yourself onto the KL connecting bridge.

KL CONNECTING BRIDGE

Items: PSG1, Ration

Run along the platform and up the stairs. Then run to the CHAFF GRENADES in front of the damaged entrance to Strut-K. Throw a Chaff Grenade to disable the Cyphers for around 20 seconds. You may want to test your skills by executing a roll to jump over each hole in the bridge. Alternatively, press yourself against the railings or swing across each one.

FULL WALKTHROUGH PART3

SHELL-2-CORE 1F – AIR PURIFICATION ROOM

Items: M4s, NIKITA, Chaff Grenade, SOCOM, Ration, M9

As soon as you enter this room, you'll be able to listen in on a conversation between Olga Gurlukuvich and Solidus Snake: just use your Microphone. Your eavesdropping session will be briefly interrupted by a short film sequence – the sole access to the President's cell has been electrified! You'll have to interrupt the power supply – but there's not much you can do without a remote-controlled missile. A NIKITA missile can be steered through the ventilation shafts into the President's cell, and then directly into the Circuit Panel. You'll find the NODE for this section in a room at the end of the left wing of the corridor. The lift takes you to Level B1, where you can look for your new weapon.

SHELL-2-CORE B1 – FILTRATION CHAMBER NO. 1

Items: NIKITAs, M4, N.V.G.

After using the Node to transmit the map data, you have no option but to make your way through the water. The areas where you can surface for air are indicated by pale blue circles on your Radar, or by the way the light falls in the water. A MINE DETECTOR will show submerged mines in the form of red flashing dots. You can also detect mines with the help of your Thermal Goggles. In Very Easy and Easy, no mines block your path and the route to the Nikita is shorter. Direction-wise, dive to the first turn-off, then go to the right. Now dive to the end and turn to the left. After a few metres, follow the first turn-off to the left. Keep away from the mine, and then turn to the right again immediately: you'll find the NIKITA at a fork a few metres in front of you. Now return to the left past the mine, proceeding straight ahead for a few metres. Go to the right at the fork, and then to the right again at the end. As soon as you reach the next fork and can no longer move straight ahead, dive to the left towards the stairs. Now return to Level 1F.

SHELL-2-CORE 1F – AIR PURIFICATION ROOM

Items: SOCOM, Book, NIKITAs, Stinger

In the left wing of the corridor, run into the small side room and disable the two Cameras. Use your NIKITA to fire a missile through the ventilation shaft into the Circuit Panel and then run to the President: you'll receive the CARD KEY LEVEL 4 and the MO DISC. Then run back to the lift and go to Filtration Chamber No. 1. If you're desperate for a ten-strong batch of STINGER MISSILES, just crawl into the ventilation shaft for a free handout.

SHELL-2-CORE B1 – FILTRATION CHAMBER NO. 1

Items: Rations, Stinger, Nikita

Emma should be at the other end of Filtration Chamber No. 1. Dive to the point where you found the NIKITA: first turn-off right, straight ahead, then left, first turn-off left, first turn-off right. At the same time, press Ⓐ and ⓡ3 in rapid sequence in order to reach the other end without surfacing. When you reach the fork, turn to the left, then again to the right into a mined corridor leading to a room. This room has a door as well as a surfacing point. Open the door. The room behind the door contains scaffolding, forming a mini-labyrinth. Swim up a little, then go straight ahead to the next surfacing point. Turn left, dive down a little and go straight ahead until you reach the wall. Now go to the right, above the scaffolding and continue right until you reach the second surfacing point. Turn left and, keeping close to the ceiling, swim to the next door and open it. This door leads into a room where you'll see a set of stairs to the right, leading up to a door which can be opened using the CARD KEY LEVEL 4.

SHELL-2-CORE B1 – FILTRATION CHAMBER NO. 2

Items: RGB6, Rations, M4, M9, SOCOM, Pentazemin, AKS-74u, Book, Ration, Body Armour, PSG1-T, Thermal Goggles, C4

The best way to defeat Vamp (see boxout!) is to wait for him in the top-right corner of the hall. Now quickly fire a Stinger missile or RGB6 Grenade at him. After a hit, Vamp either jumps into the water or leaps up onto the railing. From there, he hurls knives, but you can avoid these by assuming a crouching position. You can also deflect the daggers by firing shots at him. If Vamp dives into the water, disable the four lamps in the hall to prevent him from using his Shadow attack. Avoid close-range attacks by executing rolls or swinging over the railing. Once Vamp's energy has been reduced to between 10% and 20%, his actions will become increasingly panic-stricken. Place a C4 bomb or Claymore on the ground by the upper railing, then swing over the railing and wait for your opponent. Detonate the C4 to dispose of him.

After the battle, exit the room through the door in the top-right corner of the hall. You'll have to negotiate yet another underwater section in order to reach Emma Emmerich (see boxout! – and without your Radar. Dive to the right and then right again. You'll pass a mine, and to the left you'll see two turn-offs. Take the first turn, and then turn to the left when you reach the end. You'll find the door leading to Emma's hiding place (the central Locker) on the upper landing. You won't be bothered by underwater mines here in Easy or Very Easy mode. Now go to the NODE and take the PENTAZEMIN.

Swim back with her as follows: dive sharply to the right, then take a right again when you reach the fork. Keep to the left at the next fork, and then climb the stairs. Even if you press Ⓐ when diving in order to conserve oxygen, it will have no effect on Emma's O2 Gauge: keep an eye on her display and make sure you surface in time. Use your Mine Detector or Thermal Goggles to avoid collisions with underwater mines, too. As soon as you're back on firm ground, you'll have to guide Emma. Lay down your weapon and hold down Ⓐ while walking. First, however, you'll have to pass through the flooded Filtration Chamber No. 1.

SHELL-2-CORE B1 – FILTRATION CHAMBER NO. 1

Items: Ration, M4

If you fancy piggybacking Emma to safety, dive into the small room and swim through the door up to a surfacing point. Turn to the right and swim at a medium level. This enables you to swim beneath the scaffolding towards the wall. Now turn to the left, swimming above the scaffolding, and take another left turn to reach the next surfacing point. From here, go to the right towards the next small room offering a surfacing point. Keep to the left in order to reach the fork after the mined corridor: it's here that you found the NIKITA. Turn to the right and swim to the left past the mine. Then go straight ahead for a few metres. Continue to the right when you reach the fork, and then take a right turn again at the end. When you reach the next fork, swim to the left until you reach the stairs. Hundreds of Sea Lice have made themselves at home in front of the lift. Use your Coolant Spray to clear a path to the elevator, and then return to Level 1F.

For the optimum – though less gallant – route, swim back to the lift as quickly as possible, call it and, with your arm around Emma's neck, drag her into the elevator! It's by far the quickest method and won't harm her.

SHELL-2-CORE 1F – AIR PURIFICATION ROOM

Items: SOCOMs, Pentazemin, AKS-74u

Timing is of the essence here: you must make your way quickly without losing a second – and without letting go of Emma. Go to the left, past the recreation room and around the corner. In front of the second entrance to the room, wait until the guard departs. Continue on and wait at the left-hand wall above the bay until the soldier has come out and gone back in. Proceed on to the stairs and wait at the next corner until the guard there has gone away again. Go around the corner and dart into the next bay between the wall and the crates. Wait at the upper corner of the stack of crates. You won't have long to wait before the guard to the right of the crates turns around, allowing you to make your way directly to the stairs and into the left wing of the corridor. There, wait behind the stack of crates until the guard emerges from the side passage, enters the corridor and makes his way on up. Now go around the crates towards the KL Connecting Bridge. (The first two guards' patrol route is different in Extreme mode. Your best bet here is to wait in the lift until the first soldier has come and gone, then go to the Node and continue down to the stairs behind both guards' backs.)

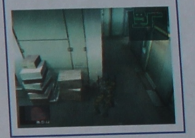
KL CONNECTING BRIDGE

Items: Ration, SOCOM, PSG1, Chaff Grenade, M4

Together with Emma, go onto the repaired platform and take the CHAFF GRENADES. Throw one when you're more or less in the middle of the platform to disable the Cyphers. Now proceed immediately to the fire in front

SEARCHING GUARDS

If you've taken out a guard and you want to see whether he has any useful items, just lift him up using ⓡ (with no weapon selected) and then drop him again, shaking out any hidden items in the process. You won't always be successful at the first attempt, and sometimes you'll find that a guard is just carrying one item. You can only be sure that the man has given up all his items once you've carried out several fruitless searches. Incidentally, each guard also has a Dog Tag.



COVERING YOUR TRACKS

Fallen guards will draw the attention of any patrol – but, fortunately, you can drag your victim away and hide him. Position yourself next to the body and hold down the ⓡ button (with no weapon selected). This lifts your opponent up, enabling you to drag him into some obscure corner. Or, assuming you're on the Tanker, simply toss him overboard. Use the port or starboard gates: just approach one of them and he'll automatically be thrown overboard.





Under that helmet, he's laughing at you. Better snap his scrawny neck, then!

METAL GEAR SOLID 2: SONS OF LIBERTY

piggyback



of Strut-L and douse the flames. Emma will hand you the CARD KEY LEVEL 5 in front of the entrance door to the Sewage Treatment Facility. You must use it immediately.

STRUT-L – SEWAGE TREATMENT FACILITY

Items: None

In this room you have no choice but to knock out the guards. Take a few steps into the connecting passage and position yourself to the right in such a manner that you can use your PSG1-T to hit the two of the guards in the head, quickly putting them out of action. The control centre will be notified immediately if a soldier notices something amiss with one of his comrades, so make sure you're a good shot. Once they are both down, go with Emma to the hatch in the room on the lower side. This will take you on to the Oil Fence.

STRUT-L – OIL FENCE

Items: Thermal Goggles

If necessary, pick up the THERMAL GOGGLES at the bottom of the stairs. During the first stage, use your PSG-1 to disable Claymores and Cyphers. If you want to tranquillise the guards (rather than kill them), then use your PSG1-T. As soon as Snake offers assistance, call him and let him deal with matters; he'll take on most of your opponents (but this only happens much later in Extreme mode). Don't intervene unless Emma is discovered. Save at least one dose of PENTAZEMIN for your long-range duel with Vamp (nope, he's not quite dead yet and takes Emma hostage). Hit him in the head four times using your PSG1 (or eight times using your PSG1-T) as he pulls Emma to one side. You will need just one hit in Very Easy mode.

STRUT-E - PARCEL ROOM

Items: Digital Camera, SOCOM, Stinger

Since you have just 300 seconds to make your way to the Computer Room, here's the optimum route (the time limit is 1,200 seconds in Very Easy mode, 600 seconds in Easy mode, 240 seconds in Hard mode and just 180 seconds in Extreme mode). Leave the room and make your way past the next hall. You'll now find yourself back in familiar surroundings: the lower Parcel Room level. Run up the stairs and then proceed in the direction of the EF Connecting Bridge. You won't be spotted by the guard.

EF CONNECTING BRIDGE

Items: None

You should still have a Chaff Grenade left from the KL Connecting Bridge. If not, you'll have to use a firearm to disable the Cypher. Although the Claymore mines on the bridge have been removed (if you avoided them up until now), there are still loose floor plates on the platform leading to the Core of Shell 1. Luckily, the effect of a Chaff Grenade generally lasts long enough for you to swing yourself along the route, or to make your way pressed against the railing.

SHELL-1-CORE 1F

Items: None

If you run straight to the open lift, you'll automatically go down to the Computer Room. If, for some reason, you decide to take the lower route through the store room, keep your eyes peeled for the three Claymore mines.

SHELL-1-CORE B2 – COMPUTER ROOM

Items: None

The joyous reunion between Emma and her brother does not last long – and the effect of the virus transmitted by the MO Disc also seems rather doubtful. While Solidus and his minions prepare to start Arsenal Gear, Otacon turns his attention to rescuing the hostages. Meanwhile, you and Solid Snake prepare to penetrate inside Arsenal Gear. However, the appearance of the Ninja – not to mention Snake's sudden change of heart – casts doubt on all that has happened to date. Use the opportunity to save your mission data!

ARSENAL GEAR STOMACH

Items: Medicine, Ration

On regaining consciousness, you find yourself stretched out in Ocelot's torture chamber. In order to force answers out of you, Solidus Snake starts to strangle you. Take a look at the upper edge of the picture to see your rapidly declining O2 Gauge. Press ⓐ several times in rapid sequence to hold your breath and survive this torture session. The film sequence which follows offers new information on Raiden's origins and Olga's motives. Although the Russian fighter releases you from your bonds, you now find yourself standing helpless in the torture chamber. Certain actions are rendered impossible, since one of Raiden's hands is occupied preserving his modesty. You are also in danger of catching a nasty cold. After a few seconds standing still, you'll be plagued by a hacking cough – a dead give-away if any guards happen to be lurking in the vicinity. You'll only be free of such symptoms in Very Easy mode. The sole open door leads to a NODE. You must access this, then enter the Jejunum.

JEJUNUM

Items: Medicine, Ration, Cardboard Box 5

Wait by the container until the first guard turns around again. Then run close by him to the right. Now, run to the left in a slight arc, past the second soldier. You'll see a set of stairs to the left, while the third guard is lying in wait to the right. He won't spot you if you climb the stairs quickly and execute a roll. There's no time to lose: the camera is just swivelling to the centre of the hall, so run across the bridge to the right. Run to the left behind the crate. Assume a crouching position and wait for the guard to approach the camera. Now run along the corridor behind the guard's back and go through the door leading to the Ascending Colon.

ASCENDING COLON

Items: Rations

Scarcely a second goes by without Colonel Campbell trying to make contact with you. The Colonel's transmissions cast some doubt on his sanity. However, Colonel Campbell's state of mind isn't your only concern: you are confronted by an empty corridor containing nothing but locked doors. Run to each door and collect the RATIONS. Then listen to all the radio transmissions (if you like; you can skip the monologues). Rose will make contact after a while, and Solid Snake only appears with your equipment after this conversation. Snake hands you a HIGH FREQUENCY BLADE. You now have a few seconds in which to test your new weapon. You now proceed automatically to the Ileum.

ILEUM

Items: None

In order to protect Solid Snake from the four-wave soldier assault, use your PSG1-T or M9 to knock him out at the start of each attack wave. During the fourth attack wave, you can even knock him out in-between. As long as Snake is lying on the ground, the enemy will concentrate their fire on you. As soon as you advance, following an attack wave, Snake will wake up and follow you. For attack wave 1-3, crouch down and press yourself against the crates. During firing pauses, use ⓑ to jump forward and let off brief volleys. Once you've disposed of everyone but the soldiers on the bridge, move behind the pillars. Switch to First-Person View and use ⓛ1 or ⓛ2 to emerge and shoot during firing pauses. For the final assault, position yourself to the left, behind the pillar. Then equip the High-Frequency Blade and dispose of the advancing soldiers. As soon as there are only a few distant guards firing at you, draw a gun, switch to First-Person View, and use ⓛ2 to step to the side during firing pauses, enabling you to fire brief volleys. Remember to knock out Snake from time to time and switch to the right-hand side as soon as your opponents stop appearing there. As soon as you have dealt with all your opponents on the left-hand side, you can leave this section.

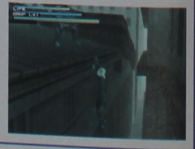
SIGMOID COLON

Items: Ration

You'll be surrounded as soon as you reach the centre of the hall. The hall offers no cover and there's nowhere to retreat to except for the lobby, where you can also find a RATION. Thankfully, Snake can practically fight this battle on his own, so you needn't feel guilty about retreating to the small lobby. Don't go too far, though. Just stand a few steps from the door and you'll still attract your enemies' attention. You can then use a gun to knock out the soldiers. Or you can also use your High-Frequency Blade and fight side-by-side with your pal. Just storm forward for a few steps and thrust with it. You'll be able to dispose of each opponent with just one hit – although doing this does render you defenceless against enemy bullets... And note that, if Snake dies, the mission is over.

ROOF TOP MADNESS

There's always a danger of being hit during direct battle. You can counter that danger by hanging from the edge of the roof. You'll be safe from an assault, and missiles will only hit you from the side or from a specific angle. Just walk, run or roll over one of the roof edges to automatically hold on. Now wait for your opponent to approach. As soon as he stands still and takes a rest, swing yourself back onto the roof – you'll avoid being hit! Now you have just fractions of a second to land a hit or a spin-slash with your sword. You can then swing from the edge of the roof again, and repeat the manoeuvre. The combination of blows is now longer: press ⓛ2 first in order to block. The most common combination consists of two blows and a stab attack, then it's your turn. If you climb back prematurely, your opponent will greet you with a kick or a double blade attack – and the latter cannot be blocked! Your only option is to avoid the attack by rolling to the side. Then it's your turn to attack. Afterwards, return to your position hanging from the roof, and wait... If your opponent approaches the roof edge without an assault attack, you'll have to react early on: either swing yourself back or block the attack. Caution: his rest moments are now very brief. Note that you are no longer safe at the roof edge once your opponent has discarded his Snake arms.



FULL WALKTHROUGH

MEET AT SHELL 1-2



SOLIDUS SNAKE

Soldidus's jet's weapons: Missiles, bombs and machine gun
Recommended weapon: Stinger
Useful items: Rations, Bandages

Solidus Snake is none other than George Sears, former US President. He's the third product of the 'Les Enfants Terribles' project, and is thus the genetic brother of Solid and Liquid Snake. It was on his orders that Revolver Ocelot attempted to gain control of Metal Gear REX. Sears had to resign from office following the plan's failure. Now, as leader of the Sons Of Liberty, Solidus Snake intends to establish a new world order.

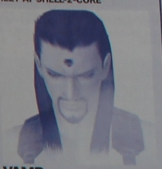
MEET AT SHELL-2-CORE



PRESIDENT JOHNSON

James Johnson succeeded George Sears as President. He was taken hostage during an inspection tour of the Big Shell plant. It turns out that his presence was no accident: the terrorists require his cooperation in order to carry out a nuclear attack. The President also tells Raiden about the Patriots, a secret organisation pulling the strings in the background. *James's Codec Frequency is 141.37

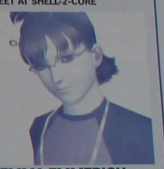
MEET AT SHELL-2-CORE



VAMP

Vamp's weapons: Throwing knife and dagger
Recommended weapon: Stinger, C4, machine guns
Useful items: Rations, Bandages

MEET AT SHELL-2-CORE



EMMA EMMERICH

Emma Emmerich-Danziger is Otacon's step-sister and he affectionately calls her EE. They used to be very close, but a tragic event resulted in a rift between brother and sister. Emma is a genius in the area of Artificial Intelligence, and programmed the system underpinning the new Metal Gear. This scientific coup offers her the chance to realise a dream: Emma wants to beat her older brother, Hal, at his own game. He is to be punished for leaving her when she was just six years old.
*Emma's Codec Frequency is 141.52

MEET AT RECTUM



METAL GEAR RAY

Metal Gear RAY's weapons: Hydro-cutter, guided missiles, missiles, machine gun, stamp attack.
Recommended weapons: Stinger, High Frequency Blade
Useful items: Body Armour, Chaff Grenades, Rations, Bandages

RECTUM

Items: Rations

Time to confront those Metal Gear RAYS. Just take a look at the upper edge of the screen to see their Life Gauges. You can only injure these robots by using Stinger missiles: one hit in a Metal Gear's open mouth saps around 30% of its energy. So four direct mouth hits means it's history. Once you've sapped around 70% of a Metal Gear's energy, it jumps on the platform and engages in close combat. Once the robot's Life Gauge has been fully depleted, it withdraws and another one jumps on the platform, regardless of how low its Life Gauge is. To make matters worse, yet another robot will take up position at the edge of the platform. As long as you're not too close to a Metal Gear RAY, it will deploy missiles or guided missiles against you. You can use Chaff Grenades to disable the missiles' guidance systems.

It is vital that the Stinger be equipped and unequipped quickly: you cannot move while armed with a missile launcher. That means you must attack, quickly unequip the Stinger, avoid attack and then equip the weapon again. If you run out of missiles, you'll find new Stinger ammunition on the platform. Sometimes, but not always, a RATION appears in the centre of the battlefield after defeating a Metal Gear (or as soon as a new one enters the arena).

Phase 1: Long-range combat. Zigzagging, run towards the three Metal Gear RAYs. Roll to the side in order to avoid the initial machine gun fire. The platform's edge is ideal, because it is too close to the Metal Gear RAYs for them to launch their missiles and guided missiles. Now watch carefully. It may seem as though the robot is taking a deep breath. The machine is actually opening its mouth, preparing to deploy its hydro-cutter – a high-pressure water jet. To avoid the jet, roll to the side and then fire a Stinger. But if a Metal Gear obviously moves its head to the side, it's about to deploy machine-gun fire instead. To avoid being hit, run to the other side and execute a roll, or use the deflecting properties of your High Frequency Blade. Bear in mind, though, that it takes a while to switch weapons.

Phase 2: Close-range combat. If a Metal Gear jumps onto the platform, again your best bet is to position yourself at the edge (or at least run towards it and execute a roll) to avoid being hit by the impact of the creature's giant feet. The Metal Gears outside the platform only hold back while their counterpart on the platform continues to use all attack variations. So keep close to the robot to prevent the use of missiles and guided missiles. Unfortunately, the thing now tries out a new close-combat technique... the stamp attack: during this attack, the camera swivels upwards, showing both you and the Metal Gear RAY's legs.

Depending on the difficulty level, you'll have to prove yourself against a varying number of Metal Gear RAYs: three in Very Easy mode, five in Easy mode, seven in Normal mode, ten in Hard mode and twenty in Extreme mode. The battle is over once you've defeated the set number of opponents. Your Life Gauge will be fully replenished and you'll have a chance to save your mission data. You will then have to withstand Solidus' choking games again: press ⓐ in rapid sequence to hold your breath.

THE FINAL BATTLE – ON THE ROOF

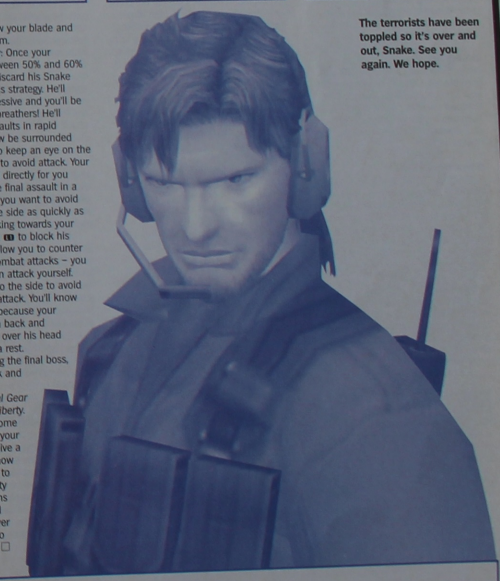
Items: Rations

At last, your mission is nearly accomplished – but standing between you and victory is a formidable boss, and you have just one weapon at your disposal, the High Frequency Blade.

First strategy: Your opponent's defences are too good to risk a frontal attack. Always attack from the side or the rear. Since the boss has just one eye remaining (the right one) take advantage of his 'blind spot' by always running or rolling along his left side. If you manage to land a hit, pull back in order to avoid being caught by a quick counter-attack. If you're caught in your opponent's Snake arms, press ⓐ in rapid sequence and move your left analogue stick back and forth to escape their grip. Fortunately, the missiles, while powerful, are pretty unwieldy. Keep moving to shake them off. If necessary, draw your blade and use it to destroy them.

Second strategy: Once your opponent's lost between 50% and 60% of his energy, he'll discard his Snake arms and change his strategy. He'll become more aggressive and you'll be able to take fewer breathers! He'll execute several assaults in rapid sequence. You'll now be surrounded and you're forced to keep an eye on the flames while trying to avoid attack. Your opponent will head directly for you when executing the final assault in a particular series. If you want to avoid being hit, roll to the side as quickly as possible. Keep looking towards your opponent, and use ⓛ2 to block his attacks. This will allow you to counter almost all close-combat attacks – you can then launch an attack yourself. You'll have to roll to the side to avoid the double blade attack. You'll know when it's coming because your opponent will lean back and stretch both arms over his head as though taking a rest.

After defeating the final boss, you can lean back and enjoy the closing sequence of *Metal Gear Solid 2: Sons of Liberty*. You'll be shown some final statistics on your mission, and receive a Clear Code. You now also have access to additional difficulty levels, bonus items and a few special surprises. Whatever you do, be sure to save your game! ☐



The terrorists have been toppled so it's over and out, Snake. See you again. We hope.

THE FINAL BOSS

Your opponent's weapons: Blades, Missiles, Snake arms, Storm assault
Recommended weapon: High Frequency Blade
Useful items: Body Armour, Rations, Bandages



DEUS EX

Deus Ex is a cut above the rest thanks to its near limitless array of routes, junctions and outcome-altering decision making. Outlining each of these many options, while piping up with tactical tips, we take you through the first half of the game in part one of another epic player's guide.

GENERAL TIPS

Few first-person shoot-em-ups are as unforgiving as *Deus Ex* in terms of the amount of ammo and medical supplies you stumble across (as in, the lack of...) so it's important to be cautious whenever possible. Here are a few handy pointers – ideal for those picking up the game for the first time.

■ **Let your mates do the hard work**
Much of the time, it's possible to lure guards out to awaiting comrades and security droids – thus saving you ammo and the risk of getting shot.

■ **Go for the instant kill**
Always aim for the tricky head shot, if possible. This takes out enemies cleanly and effectively. It also reduces the risk of them alerting comrades and sounding the alarm.

■ **It's good to talk**
Talk to each and every person you pass. Half the time they'll start jabbering on about nothing. But occasionally you'll be informed of secret passages into secure complexes or offered cheap, knocked-off gear.

■ **Silent but deadly**
Never burst into a new room with all guns blazing. Creep in quietly, observe your surroundings from afar and plan the most effective course of action. Rush into a situation and you'll be meat on a coroner's slab before you can say "Hands up!"

■ **Search and destroy**
At all times, stay on the lookout for new areas and concealed rooms. These often house the best upgrades and you'll most likely be awarded skill points for finding them. Also, destroy all supply crates, secure boxes and anything else that looks like it could contain goodies. More often than not, it does.

■ **Power-up**
Remember to upgrade your weapons whenever you find a Modchip. We found the most effective weapon to be the pistol as it can kill any enemy with one shot – provided it's a head shot – and is damn effective with the scope.

THE WALKTHROUGH

LIBERTY ISLAND, NY

When you have landed on the island, approach the stack of brown supply crates and pick-up the CROWBAR next to them. Use this to smash the crates to obtain some BINOCULARS and a LOCK-PICK. Now go down the steps leading into the water, swim left into the cage and smash the two floating crates to reveal a BIOCELL and a MULTITOOL. Climb back out of the water and talk to your brother, Paul, who will offer you a weapon. Seeing as the GEP gun is the only weapon that you won't be able to find on the island, you'd be best choosing that – you will be able to steal a crossbow and sniper rifle from enemy guards shortly. Head towards the door at the other end of the docks and smash the boxes to the side of it to reveal some assorted ammo. Now go through the doors, through the next room and out into the base compound.

Head left and talk to the guard who is patrolling next to the HQ building and the helipad. He'll offer to flog you some knocked-off gear – like a scope and some ammo. He'll also give you the code to the vault behind the helipad, although you won't have to remember it because, like every code in the game, it is stored for you. Go to the door of the vault and activate the keypad to get inside. Take the darts from the desk and the Medikit from on top of the machinery then crouch under the desk and activate the DATACUBE. This will give you the password to log onto the computer terminal on the far wall. Use this terminal to open the hatch to the underground vault opposite, then climb down inside and take the EMP Grenade.

You must now head out into action. Go through the gate guarded by the droid and you'll emerge in a combat zone with patrolling NSF guards. Go right, kill the first guard to get the KNIFE and then make your way around the back, killing guards and searching supply crates and dead bodies as you go. This way you'll be able to acquire the CROSSBOW and SNIPER RIFLE. At the far end of the garden, go down the narrow passage into the next zone and take out the other guards, at which point you should stumble across a ramp leading down into an underground bunker. Take out the guard and then throw a crate in front of the forklift control panel. Push the switch and then use the crate to jump up onto the lifting forks as they rise. Now jump over the electricity field over on the other side of the room to get a skill bonus, a BIOCELL, two weapon MODCHIPs, a FIRE EXTINGUISHER and, using the ladder near the entrance, a MULTITOOL. Now leave and continue your journey. You should soon come to another guard droid who is patrolling the entrance to the north docks. Kill the two nearby guards and then head down to the building at the end of the docks to meet up with your informant. He'll give you the key to the front door, at which point you have a tactical decision to make: You can either go in through the front door or sneak around the back and climb up.

Before you leave the docks, go down the steps into the water and you'll see a sunken ship below. Swim to the hatch and use a lock-pick to open it (if you don't have one, toss a grenade down to blow it open) and take a deep breath before diving inside. Here you'll find three supply crates which contain two MODCHIPs and a SHOTGUN – although to pick up the shotgun, you will first have to dispose of one of your other weapons to make room in your inventory – try the crossbow!

THE FRONT DOOR APPROACH

Head back to the path by which you originally entered the combat area (from your base) and proceed along to the left. Kill the NSF guards and watch out for the security drone patrolling the area – you can take this out with your GEP gun or an EMP grenade. Duck into the small room surrounded by the stone walls and you'll find a box which you can either lock-pick or toss a grenade at to open – it contains ammo and cash.

Now head towards the entrance and you can either take out the security camera with your GEP gun or sneak up and use a multitool on the control panel to disable it. Simply enter the door into the main statue building. Now proceed to 'Inside the statue'.

THE BACK DOOR

From the north docks, go left and head back to the area where the bunker containing the faulty machinery was. Behind it is a stack of crates that can be climbed using the ladders and tossing smaller crates to build steps. Once at the top, climb over the wall to the area surrounding the statue building and take out the patrolling guards. Go up the steps and there will be four ways into the building – three of which are protected by gas grenades (which you can disable – remember your training). Head inside the building and take out the two talking guards before going down the stairs. As you near the bottom, there is a security camera which you can either sneak around or take out using your GEP gun. Now go down to the ground and proceed to 'Inside the statue'.

INSIDE THE STATUE

Take out the lone patrolling guard quietly, then go up one of the other flights of stairs where you can find another guard (and some MEDIKITS). Don't let either guard get to the alarm otherwise you'll have more guards to contend with. Now read the DATACUBE on the desk and use a multitool on the control panel next to the laser trip wires to deactivate them. Sneak in and take out the guards. Go into the room straight ahead and take out the security camera. Read the DATACUBE on the desk and then open the door to Gunther's cell.

Another way into this area is by using the vent in the corner of the torch room behind the tripwire door. You can sneak through here undetected and take the guard by surprise – either by climbing the stairs and dropping down from above, or by emerging in a room with a door that leads out into the prison area. You can also access another room via this vent with a DATACUBE that gives you access to the ATM machine in the torch room where you can withdraw some extra cash.

When Gunther has been rescued, go back to the torch room and up the stairs in the centre (the ones you will have come down if you entered via the back door). Head up and take out the guards (if you haven't already done so) and then apprehend the terrorist leader at the top. Choose the second dialogue option to take him alive and talk to him to glean some useful information. Take the AUGMENTATION CANISTER from the crate behind him and head back to your base.

UNATCO HEADQUARTERS

Once in the building, proceed to the first floor (through the retinal scanner) and go left to the office door at the end. Pick the lock and then take the weapon MODCHIP from the shelf. Look under the desk to find a key to the office at the opposite end of the hall – go there, inside you'll find a LOCK-PICK.

Go down the steps into your own office (the one with the cardboard boxes in) and check your emails. Then go into the meeting room and through the door in the corner – you'll emerge in the lounge. Go through the next door and you'll meet your new partner – Anna – who is talking to Gunther. There is an ATM machine in this room that you can hack for extra cash (choose the first login, not the second as this only gives you 11 credits!).

Now go to Manderly's office, which is left of the meeting room. Search his secretary's desk for his login information and a key to the two closets out in the corridor (which contain ammo, a MULTITOOL and a BIOCELL), then talk to Manderly himself. He will tell you to go to the supply office and the doctor.

Go down the stairs to level two. Talk to the doctor and take the key from his shelf – this will get you into the closet in this room. You can also use the nearby medi-bot to heal you after the last mission. Head across from the doctor's surgery into Alex's office and search the place for goodies. You can bypass the control panel on the closet to get a LOCK-PICK and BIOCELL. The floor opposite has two secret ground panels that can be opened to get a weapon MODCHIP, some cash and some ammo. Now talk to Alex and go back out and down the next hall to the weapons depot. Talk to Carter and he'll give you the STEALTH PISTOL and some optional extras. Now go back up to Manderly's office and he'll brief you about the next mission. You must now leave the HQ and go back to the boat (at the docks) in which you originally arrived at the island.



The pistol is our weapon of choice – a head shot will take out almost anything.

BATTERY PARK AND HELL'S KITCHEN, NYC

When you arrive at the docks, Anna will tell you that she only knows of one way into Castle Clinton, but there are many more. You can follow her and go in through the front door – which isn't too hard in itself – or you can sneak in via a secret passage, which you can access in one of two ways. You can either dive into the water and pick the panel, or you can take pity on the starving boy who walks up to you. By giving him food, you will learn of a hidden door behind the soda machine – he'll even give you the code to open it. This door will take you to the same place you'd get to by diving into the water.

You can also get into Castle Clinton by walking left from the entrance until you come to a large stack of crates. Jump on the small supply crate and then onto the first big crate before utilising the strength augmentation and pushing the largest crate off the top to reveal a secret passage. Follow this in and you can send the guards running out of the entrance and into an ambush by Anna and her mates!

We recommend going in through the front entrance as it's a lot more straightforward. Kill the guards and go into the room in the centre. Check the bookshelf for the key to the stairwell door and either pick or destroy the box to reveal a BIOCELL and a DATACUBE.

Head down and you'll come to two doors. Go to the farthest one and either pick it or use your GEP gun to blow it off its hinges. Inside, you'll find a control panel, an AUGMENTATION CANISTER, a DATACUBE and some ammo and medical supplies. Now go through the other door and kill the guard. Head through to the next room and then into the vent. Sneak along to the end and then go up the stairs. Access the control panel to disable the cameras and then go back down to the room where you met the first guard. Check it for supplies, then go out the other door onto the metal walkway and use your GEP gun to blow the door opposite off its hinges. Through this next door you will come to the container of Ambrosia. You must now leave the complex and report back to Anna.

Go to Battery Park and find a way down into the subway. Some of the vagrant shacks contains boxes full of goodies and the odd secret vent leading down into the station, so use this to get behind the terrorists and take them by surprise.

The place is stacked with explosives, so watch where you fire – some of the terrorists may have flame-throwers. If they get you, then use the extinguisher you picked up earlier to put out the flames. Once the terrorists have been killed, lead the hostages onto the train and get out of there.

THE ROUTE OF ALL EVIL

There is no set way to play *Deus Ex*, which is essentially the beauty of the game as you are given unparalleled freedom to negotiate the treacherous terrain any way you see fit.



The multiple routes through levels present you with a clear decision on whether to play silently or violently – you can enjoy the game to suit your own specific needs. Although we highlight the many alternate routes in this guide, we usually deal directly with the head-on approach of charging in with all guns blazing. When you get to the multiple route areas, you'll instantly realise which route goes with which course of action – doors enable you to meet your enemies head-on, vents let you creep up from behind. To bag the many supplies, weapons and power-ups that each new route presents, the ideal way to play is by taking your time and exploring all routes.

HELL'S KITCHEN, NYC

Talk to Paul at the station and he'll tell you about the stockpile in his room at the Hilton Hotel. Head out onto the street and down into the Underworld nightclub. Go straight through (don't have your gun drawn, though) and you'll eventually emerge in an alley behind the hotel. Use your strength augmentation to move the big crate in front of the fire escape ladder and then move the small crate to use as a step up. Go up the fire escape and you'll go through a window into Paul's room. Check the paintings and activate the control panel behind to access the secret room full of goodies. When you're done, creep out the main door and take out the two terrorists outside, preferably before they shoot the hostages. Check the other room on this floor for supplies and use the DATACUBE behind the plant to get the pin number for the ATM situated downstairs.

Talk to the hotel manager and kill the terrorist behind him. Now leave the hotel via the front door.

Head across the street and down the back alley to find a couple of secret rooms containing supplies, then head into the clinic for more investigating. If you save the hassled doctor from the irate patient then you'll be treated to a discount on all treatment. Well worth it.

Leave the clinic and head past the hotel to the Underworld nightclub once again. Drain the ATMs of cash and then start talking to the clientele. Jock, the pilot, will talk to you but only in exchange for a cool beer – he'll set you an interesting sub-task involving weapons smugglers. There is also a woman out back who will inform you that her friend is being 'talked to' by a pimp called Johnny and pleads for you to get her back. Head out to the back alley (where the fire escape leading to Paul's room is) and you should see Johnny and the girl around here. Choose the option to separate them and you'll discover that the girl is the hotel manager's missing daughter who, in turn, will give you some very interesting information.

Now head back towards the hotel and take a right (just beyond the hotel) down the long road. At the end there's a locked door that you can access using a lock-pick. The better option is to go behind the brown wall to the right of the door and break the window to enter that way. Head down the stairs and up the stairs opposite. Push the crates out of the way and you'll emerge in the room you would be in if you'd entered by the main door. Kill the guard and smash the high crate to get a BIOCELL, then use a multitool to enter the cupboard. Inside, you'll find an AUGMENTATION CANISTER, a FLAME-THROWER and some ammo. The other door leading out of here will take you up to the roof, but a better way is to go back down the stairs and right, into a new area. Bypass the control panel to disable the laser trip wires, go down the passage and up through the door at the end into the lift.

Once on the roof, you can make several kills with your sniper rifle by finding a good vantage point. Now work your way across to the section with the plank of wood leading up to a perilous alley jump. It is a good idea to save here because the jump is somewhat tricky to make. Shoot out the glass of the window opposite and be sure to duck before making the jump, otherwise you'll just whack your head and plummet to certain doom.

In the building opposite, go down the stairs and take the LIGHT ANTI-TANK WEAPON and head out of either window and down the fire escape. Once down the bottom, go through the door, down the lift shaft and then along the corridor to the next area. Head out into the courtyard and take care of the guards and guard dogs that patrol the area. Head into the central building and make your way up to the second floor. Here you'll find a computer room. If you have hacking skills, tap into the computer and start the countdown to meltdown. Failing that, take out the cylinders near the generator on the ground floor. When you're done, head up and take the chopper out of there.

UNATCO HEADQUARTERS

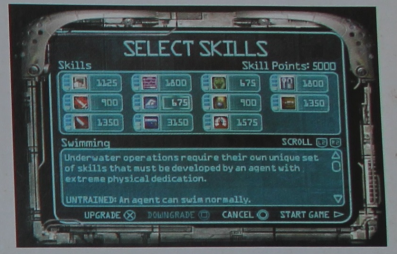
When you arrive back at base, check out the vault behind the helipad and get the bot to recharge your energy. There is also a MULTITOOL in the hatch. Speak to the Men In Black outside the HQ and then go inside. Check the familiar rooms for more supplies and then go to Manderly's office to overhear him talking to a government agent. When they're done, go in and you'll be issued orders. Now go and check the other floors for new items and be sure to check out the prison complex beyond Anna's office – well worth it for plot development! When you're done, head back out to the helipad.

BATTERY PARK, NYC

Head down into the subway and speak to the man at the end. He'll offer to give you a password for the lift.

CHARACTER CREATION

When starting a new game, after being asked to name the central character, you'll be invited to choose various skills that you think will best bolster your chances of survival.



With a certain amount of skill points to spend, you can choose anything from weapons skills to environmental training. At this stage, though, we suggest choosing computer skills, lock-picking and a weapon of choice as they enable you to drain money from cash points, break into locked areas and shoot more confidently. The choice though, as they say, is yours!



DEUS EX

but you'd be better off just using a multitool to hack it. When you are in the next section of the station, make your way right to the other side and talk to the man in the brown jacket in an abandoned carriage. He'll set you the task of turning a water valve back on the platform you started on. You'll need a LAM, so if you haven't got one, go and buy one from the dodgy geezer up the nearby steps. Now go back to the green illuminated platform where you arrived, go left onto the rails and head down to the end. You should come to some small crates forming steps up to a door. Open the door and toss the LAM inside to clear the beams, then go through the next door and turn both valves to complete the task.

Head back to the man who set the task and he'll give you the code to the keypad under the sink in the nearby woman's restroom. Use this to open up a secret passage to the next area.

When you arrive amongst the Mole people, head left and talk to the small boy. He'll tell you about a secret passage behind some cardboard boxes. Head back to the right of the entrance ladder and jump up into the room with the two cardboard boxes at the back. Smash them and then activate the brick switch behind. The NSF leader in this secret command centre will give you the key to the men's toilets down the other end of the passage. You must head down there, killing the NSF soldiers as you go, then go into the toilets and through the secret passage.

At this point, you can either go left or right as both directions take you to the same place. Go right and you face some strength-sapping steam jets. If you want to go left then you'll have to use a multitool to disable the laser trip wires via the circuit box on the wall. In the next section, avoid the security camera and take out the guard. Search his corpse and you'll acquire a key to the door behind him which you can either go through, or brave the supply-strewn toxic room around to the right – but you'll need a Hazmut suit for this.

There's another choice to make now: You can either jump over the suspended platforms to get to the door, or you can go through the grate on the left and down into the water. Again, both routes end up at the same place.

Next up you'll face two sentry droids. Take them out using the GEP gun, or don a thermoptic suit and sneak past invisibly. If you want to conserve supplies then you can always sneak past from behind the walls – crouch and go through the nearest hole to get there.

When you come to the room full of machinery, check the DATACUBE between the two units to get a password for later. Through the next door is the helipad base – but be careful because there is a camera right above the entrance. The area is littered with guards so use a silenced weapon to pop them off from a distance and remain undetected. Go left and ransack the offices for supplies, then go upstairs and into the computer room behind the locked door. In here, you'll find a terminal to disable some of the security devices. Also, in one corner there is a switch hidden behind a plank – hit it to open a secret compartment full of goodies.

Head out the next door onto the helipad and kill/sneak past the guards. You should see two stood together below an obvious 'exit' sign – go through there. Alternatively, search for the manhole and go down. If you left via the 'exit', head along the west wall until you come to a door marked 'boat house' then go inside. This is where you'll end up if you came via the manhole, so either route is fine.

When you come out, be careful of patrolling guards and security bots and look for the large gate. Kill one of the guards to get the NANOKEY, then use it to open the security box and then activate the switch to open the gates. Go into the next building and you're presented with a couple of routes. You can either proceed through the main door to the left, or you can stack some crates to enter via the window. If you decide to go through the front way, you can either pick the lock or search behind the stairs for a brick switch that can be activated – this opens a secret room that's full of supplies – it also contains the key to the door.

You will emerge in the barracks. Look in the destructible box for a DATACUBE with the code to the hangar and then go and input it in the relevant door. Once inside the hangar, your brother, Paul, will contact you.

Head to the right and you'll meet your bro' face-to-face. Then go to the plane and down the stairs to discover the last remaining Ambrosia container and an AUGMENTATION CANISTER. You can use a multitool on the next lock, or you can go and get the right code from next to Lebedev. Either way, you must head upstairs to the control room. Search the room and you'll find the key to Lebedev's office on the desk.

Keep going up and use your key to unlock the door. You now have three options: (1) You can kill Lebedev on sight, as stated in your objectives. (2) You can talk to him before Anna arrives and does the dirty work. (3) You can kill Anna – which we recommend as it saves time later – but watch out, she explodes! Look under Lebedev's bed to get the code to obtain to the aforementioned AUGMENTATION CANISTER then go back out through the plane and go through the door on the other side of the hangar – it will take you out to the helipad. You'll meet Gunther here. Take the chopper and head back to HQ.

UNATCO HEADQUARTERS

Go and talk to Manderly and then go and see Jaime in the lounge by the vending machines. Now search the building for fresh supplies, visiting the Doc, Alex and Carter in the weapons depot before heading back out to the chopper for transportation to your next assignment.

HELL'S KITCHEN (RE-VISITED)

You'll be dropped off in front of the hotel, so go through the front door. Remember that whore you rescued from the pimp earlier? Well that's the hotel manager's daughter and the two have now been reunited. You can give the manager your pistol if you want, but regardless of which dialogue option you choose, Jojo will enter and start creating mayhem. Kill him quickly.

Go upstairs to Paul's room and he'll tell you, in between blowing chunks, to head to the NSF HQ and broadcast a message for him. Before you leave, go into his secret stockpile room and top up your supplies (including an AUGMENTATION CANISTER). Go back out of the hotel, through the side passage and down the passage around the corner from the Underworld club (past the traffic barriers) that will lead you straight to the NSF HQ.

Paul will tell you what you need to do. Using your hacking skills to bypass the computer. Head up to the roof and input the codes you have just learned. On the first computer, choose all the options in order and then go through the newly opened door before inputting the second code and choosing the only option available.

If you possess any Ballistic armour then this might be a good point to equip some because what follows is a mass gunfight as you battle your way back downstairs. Go back to the hotel and talk to Paul, at which point you'll come to a critical crossroads. Agents will now arrive at the room and you can either let your brother die by diving out the window or you can stay and assist him – but be warned, you'll have a great many agents to contend with. Bizarrely enough, the MIBs explode when you kill them, which makes it especially handy when a bunch of them are grouped together because when one goes, they all go up in smoke!

If you chose the option to stand and fight with Paul, you can go through the window after and escape back to the subway, or you can go through the front door, but there are many more enemies to kill this way. At the subway, get into the train and then go up the stairs when you get off. You will now meet Gunther and have two choices: surrender or fight – you'll end up in the same place whatever you do.

UBATCO HQ UNDERGROUND FACILITY

When you awake, you'll meet up with Anna (if you didn't kill her) before being contacted by a stranger. They will inform you that the power is soon to be cut so that you can escape – so keep your eye on the door until it opens. Go right and sneak past the guard up towards the desk. Take the BATON from on top of the crate and examine the DATACUBE for the code to the cells. Head back and open them. You'll find a medi-bot in one and you'll meet Miguel in another – he'll help you get out.

Search the desk for supplies and grab the RIOT PROD from the crate when the guard isn't looking. Hide from the camera and zap the guard when his back is turned, then take the PISTOL from his corpse and run to the door.

You will then be contacted by the stranger again who will tell you to head south towards the robot maintenance facility. Go in the door and head left up the stairs. Take care of the guards and proceed to the opposite side and up the next flight of stairs, then search the desk for the code to the armoury.

Go back downstairs and keep heading south, downstairs and to the southern exit. Sneak around the security bots and use the code to enter the armoury.

Inside, there is a security camera and a guard. Go upstairs and use the security panel to disable the security bots. Also, if you have hacking skills, you can manipulate the gun turret downstairs to turn on the guard.

Go downstairs and you'll retrieve all your gear, plus a few extras. If you hack into the computer you can get a code to access the PLASMA RIFLE upstairs – but you'll need to dump plenty of items to make enough room for it in your inventory. Now head back through the robot maintenance facility and past the prison area. When you get to the command facility, go through the door and then through the next door into the medical facility.

Here, a doctor will give you the code to the medbay. To your right is an area that's populated by guards and a MIB – your reward for battling them is another AUGMENTATION CANISTER and more supplies. Keep following the main hallway and then take a right at the junction. Follow this route and you'll wind up back in front of the medbay – input the code and then go in. If you saved Paul back at Hell's Kitchen then you'll talk to him here. If not, you can see his corpse!

Get the code from Daedalus and head back to the command centre and around the main building. Input the code into the door and, eventually, you'll find yourself back on level three at the UNATCO HQ.

Get the AUGMENTATION CANISTER from Jaime and tell him to stay at UNATCO as a mole. Go and see Alex and, if you killed Anna earlier, he'll give you the key to the front door, otherwise he'll tell you to go and execute her and then come back (she's near the exit). Obviously, it's a lot easier if you just wipe her out at the first opportunity. Next, go and see Carter at the weapons depot and he'll give you an invitation to raid the place – so fill your boots!

Go to Manderly's office and talk to him. Eventually, he'll pull a gun on you when you go to leave, so kill him and go and speak to Simons. Go to the employee lounge and talk to Samantha – who you soon learn was the person responsible for nicking all the weapons from the armoury. She'll offer to sell you some SCRAMBLE GRENADES.

Before you go back upstairs, hack into Manderley's and Anna's computers to get some useful information (especially if you haven't already killed her!). Search the remaining offices for fresh supplies – you should now run into Anna if you didn't dispose of her earlier. She is a tough nut to crack, but an Assault Rifle makes short work of her. When Anna has been killed, go and get the key from Alex and head back out to the helipad.

Before you can go anywhere, you must find the grating behind the chopper, then hop in. Follow the path to the first grating on the left and grab the MULTITOOLs, NANOKEY and read the DATACUBE on the table. Crawl back into the grate and then turn left, take the first right and then turn left again. Use the code you just got to flood the lower levels with gas and then hurry back through the vents to the chopper.

Go through the door on the left side and head down the stairs. Most of the guards should be dead from the gas, but be on your toes anyway. Head upstairs and place a LAM on the lockers to blow them all up before ransacking the remains for goods – such as the NANOKEY to the control room. If you don't have a LAM then you can simply pick the locker with the key in, it's the second locker from the right.

Head back upstairs and use your key on the control room door. Activate the 'weapons lock' button and Jock, the chopper pilot, will take down the door. Dash across and make your way past the security bots to the knackered elevator door. □

NEXT MONTH!
We steer you around the seedy streets of Hong Kong and take Area 51 by fair means or foul in the concluding chunk of this complete walkthrough.

SILENT HILL 2

We have been inundated with requests asking how to access each of the endings in this freakish festival of horror. Included here are guidelines that will lead you to every possible outcome, plus the locations of each secret item that you can acquire the second time around.

Ending 1: Maria
You need to make sure you go exactly where Maria tells you to go and ensure she isn't hurt too much. When you make it to West South Vale, make certain you spend a good amount of time with her, especially before the hospital. Once you leave her in the room at the hospital, check up on her often. After you leave her cell in the Labyrinth, attempt to go back in. Before the final boss in the long corridor, don't stick around to listen to the conversation.

Ending 2: Rebirth
The only way to get this ending is if you get all four of the new items available the second time through the game, which include the two books (Lost Memories and Crimson Ceremony) the White Chrism and the Obsidian Goblet.

Ending 3: In Water
Examine Angela's knife. Read the diary on the roof of the hospital. Make sure you listen to the whole conversation over the headphones in the hotel. Listen to the entire conversation with Marie in the long hallway before the final boss (if you don't even hear a conversation, then you're pretty much guaranteed this ending). Throughout the game if you're ever seriously injured, don't heal immediately, wait a few minutes if it's safe to do so, then heal.

Ending 4: Leave
Keep yourself healthy, don't fight too many enemies and try not to get hit. When you first meet Maria, don't make her remind you of the way to the hotel. Don't go east after leaving the park either. Hit Maria with the wooden plank two or three times. In your menu, examine both the picture and the letter from Maria. After meeting Maria at the park, try to get her to the room where she feels ill in the hospital (S3 room) as soon as possible; the less time spent with her the better. Listen to the whole conversation in the long hallway at the end of the game before the final boss.

Ending 5: Dog
And finally, the token silly ending! You need to get either all three of these endings: 'In Water', 'Leave' and 'Maria' or get the 'Rebirth' ending to unlock the Dog Key. You must then get the Dog Key from the doghouse near Jack's Inn and use it in the Alternate Hotel after you have watched the video tape to enter the Observation Room on the third floor. If you want to see another ending instead of losing all of your game to get to this point, just save before going in – that way you can pick back up where you left off and see a different ending.

SECRET ITEMS
A collection of intriguing pick-ups that mysteriously appear upon your second visit to Silent Hill...

The Chainsaw
The second time through the game you can find this on the trail leading to Silent Hill. It's across from the ranch where a pile of chopped wood now sits.

Hyper Spray
This can only be obtained after seeing one ending twice. It is in the camper on Saul Street and will come in a variety of colours depending on your ranking. A perfect ranking will give you a green spray that kills any enemy!

Book Of Crimson Ceremony
The book written by the Voice of One from a long time ago, now forgotten. It explains how to use the Obsidian Goblet and the White Chrism. You can find it in the Reading Room of the Alternate Hotel on the second floor.

Book Of Lost Memories
This book is found at the newspaper stand on the corner of Nathan Ave and Carroll Street right beside the Texxon Gas Station.

White Chrism
A vial of white oil that you can get in the Blue Creek Apartments in room 105 – it's on the kitchen counter.

Obsidian Goblet
This goblet is in the Silent Hill Historical Society building in one of the broken display cases.

Dog Key
This key only shows up after seeing the 'Rebirth' ending or after seeing all of the other three endings. It's inside a doghouse on Nathan Ave right beside Jack's Inn.

Extra Options
Go to the Options screen and press ⓡ or ⓛ. This will call up a menu of extra options in which you can customise various things, such as map zooming and the colour of the blood. If you beat the game and then go to the Extra Options screen then a couple of new options will appear. One allows you to increase the amount of bullets you find at each location by two or three times. The second will let you play the game through in high-resolution instead of the usual grainy effect.

STAR WARS: JEDI STARFIGHTER

Master Code
Go to the Options menu and then select 'Code'. Enter the code PNYRCADE and the message 'Everything Unlocked' will appear in the window. You will now have immediate access to all missions, all bonus one- and two-player challenges, all bonus crafts and all bonus materials.

Extra Codes
Enter the following cheats codes on the 'Code' screen in the Options menu.

Invincibility	QUENTIN
No HUD	NOHUD
Fly-by mode	DIRECTOR

UNLOCKING EXTRAS
Here's how you can unlock all of the extra craft the hard way...

Advanced Freefall
Complete the bonus objective in Act 3: Mission 1.

Advanced Havoc
Complete the bonus objective for Act 3: Mission 3.

Advanced Jedi Starfighter
Complete the bonus objective on Act 2: Mission 4.

Advanced Zoomer
Complete the bonus objective on Act 2: Mission 3.

Republic Gunship
Complete the bonus objective for Act 3: Mission 5.

Sabaoth Fighter
Complete the bonus objective on Act 2: Mission 5.

Slave 1
Complete all hidden objectives for Player One.

TIE Fighter
Complete the bonus objective in Act 1: Mission 4.

X-Wing
Complete the bonus objective in Act 1: Mission 3.

MISTER MOSKEETO

Annoy the hapless Yamada family still further by introducing Mister Moskeeto's blood-thirsty parents into the equation.

Mother Moskeeto
On the character select screen, hold ⓡ and press ↑, →, ←, ↓, ⓡ, ⓡ, ⓡ, ⓡ, ⓡ, ⓡ. If the code has worked you will hear a shout.

Father Moskeeto
At the character select screen, enable the Mother Mosquito code. Then, hold ⓡ and press ↑, →, ←, ↓, ⓡ, ⓡ, ⓡ, ⓡ, ⓡ, ⓡ. If the code works you'll hear a shout.

Secret Two-Player Mini-Game
Hold ▬ + ▬ on controller two after turning on your PS2. Then hold ⓡ and continuously rotate the right analogue stick clockwise at the Title screen.



MAXIMO

All you need to get maximum monster enjoyment.

ITEM POWER-UPS
Use these for Maximo's sword, shield, and other items.

Name	Cost	Function
Koin	–	Increase Koin inventory by one
Koin Bag	–	Increase Koin inventory by five
Diamond	–	Increase Koin inventory by ten
Spirit	–	Collect 50 for a Death coin to continue after you lose all lives
Heart	150	Increase lives by one
Key	–	Use to open locks and chests
Gold Key	–	Allows you to open gold locks
Green Bottle	–	Partially restores life bar
Red Bottle	50	Fully restores life bar
Shield Charge	–	Restores 5 units of shield meter
Sword Charge	150	Restores 5 units of sword enchantment
Armor	100	Adds additional life bar, up to three max; after three you get gold armour for 20 seconds
Foot Cheese	500	Allows you to walk on ground that has skeleton hands
Monogram boxers	300	Boxers with an 'M' on the front
Pow Boxers	300	Boxers with 'POW' on the front
Cow Boxers	300	Boxers with a cow pattern
Mystery	150	Random chosen item
Iron Shield	–	Default shield
Silver Shield	160	Shield with 15 strength units
Gold Shield	300	Shield with 20 strength units

ALL OF MAXIMO'S ABILITIES
'World' indicates where that particular ability is first found.

Attacking Abilities

Name	World	Description
Mighty Blow	1	Essential for fighting
Second Strike	1	Not needed if you use the Mighty Blow
Furious Spin Attack	3	Use to attack multiple enemies

Sword Abilities

Name	World	Description
Magic Bolt	1	Fires different projectiles; 2 power units per use
Doomstrike	1	Requires sword enchantment; 4 sword power units per use
Gold Seeker	2	Shockwave from your downward strike will uncover secret chests
Long Sword	2	Sword becomes longer
Wider Shockwave	3	Increases the shockwave from downward strike
Ring Of Pain	5	Shockwave from a downward strike causes damage

SHIELD ABILITIES

Name	World	Description
Throw Shield	1	Allows you to throw your shield
Mighty Throw	3	Must have the Throw Shield; can throw shield a great distance
Hover Shield	3	Must have Throw Shield
Shield Of Midas	1	Essential for collecting
Shield Of Storms	3	The best shield power up you can have
Shield Of Thunder	4	Hurts enemies when they attack you

OTHER ABILITIES

Name	World	Description
Increased Armor	2	Allows you to have four life bars
Mask Of Sorrow	2	Can run through enemies when you have gold armor
Lenore's Kiss	–	Defeat the first Boss
Mamba Marie's Kiss	–	Defeat the second Boss
Aurora Lee's Kiss	–	Defeat the third Boss
Sephonie's Kiss	–	Defeat the fourth Boss

SWORD ENCHANTMENTS

Name	World	Description
Flame Tongue	1	Powers up your blade strength
Pure Blade	2	Kill skeletons in one slash
Frostbiter	3	Freezes enemies
Armageddon	4	Kills enemies (not Bosses) in one hit

Gallery Mode
Collect all four of the Sorceresses Kisses and put each of them in a power-up position. On completion of the game the Art Gallery will be unlocked.

Mastery Mode
Get a 100% Mastery ranking at the end of the game for all levels (except those in the hub) by killing every enemy and locate every hidden chest to unlock Mastery mode.

Extra Fairies For Extra Continues
When you get to any of the fairy stones, do a jumping sword attack (Ⓧ, Ⓧ, Ⓐ) and five fairies will be released.

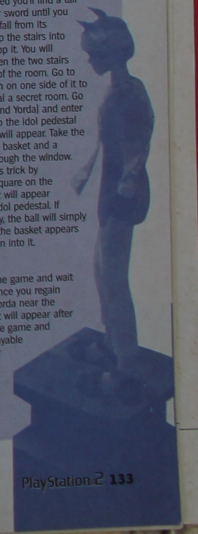
ICO

All you need to know about how to toss balls around and keep hold of a girl (please note: the two aren't, strictly speaking, connected).

Finding Yorda
When you're on the beach in the last level (after Ico's horns have been cut off) go left and follow the shore to find Yorda.

Hidden Weapon
After reaching the top of the waterfall area, to the left of the switch you pulled you'll find a tall tree. Swipe at it with your sword until you make contact. A ball will fall from its branches. Take the ball up the stairs into the opened room and drop it. You will notice tree arches between the two stairs going to the upper level of the room. Go to the middle arch and push on one side of it to make it revolve and reveal a secret room. Go back and take the ball (and Yorda) and enter the secret room. Hop into the idol pedestal with Yorda and a basket will appear. Take the ball and shoot it into the basket and a mace weapon will fly through the window. You can also perform this trick by placing the ball on the square on the ground where the basket will appear before getting onto the idol pedestal. If you've done this correctly, the ball will simply fly up into the air when the basket appears and then drop back down into it.

Two-Player Mode
Successfully complete the game and wait for the credits to end. Once you regain control of Ico, look for Yorda near the seashore. A save prompt will appear after the final ending. Save the game and restart to have Yorda playable using controller two (her subtitles will now be in English rather than hieroglyphics). There's all-new music, too.



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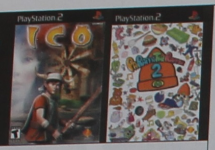
Other magazines let you watch.
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postal

This month: Gaming grannies, vampire lookalikes and one lonely individual...



Got something you want to get off your chest? Then cough up and win a prize! The author of every letter printed this issue gets a copy of *Ico* and the Star Letter also receives a copy of *PaRappa The Rapper 2*. Next month, win *Medal Of Honor: Frontline*. Send your letters to the Editor c/o Postal, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Email us at our new Postal email address PS2postal@futurenet.co.uk or alternatively text us your stream-of-consciousness rants and ramblings on the new number of 86188. Each message must begin with OPS2, and each text will cost 25p.



STAR LETTER: WOMEN ARE FROM VENUS

Oh dear. Things just don't change, do they. James [Postal#019] ? So, your female friend was "rubbish" at *Tekken*? I assume you gave her every chance to do well – lots of practice first to get the hang of the button presses and combos that you had spent weeks memorising and honing? Yeah, right. It reminds me of when a young man invited me to play networked *Quake*. I was total pants at it, but then I was used to a console instead of a PC keyboard, and he had chosen a level he knew inside out. Mind you, his scream of pain when I got my bearings and shot him made the whole experience worthwhile.

Most males never give a beginner (especially a female one) an even chance. Having said that, girls don't play games the way boys do. We enjoy different kinds of gaming so the latest locker-room hit may be the least appealing game to my gender. Beat-'em-ups are fun for a short blast but I can't see the point of spending hours practising moves. I find the repetition boring, and this also applies to first-person shooters. As for tuning a racing car or customising a football team or 'building an empire' – no thanks! Give me a game with a story, a mix of action and puzzle-solving, and I'm happy. I have no objection in trying to solve a puzzle while watching my back for enemy attacks at the same time, but my man hates having to do more than one thing at a time. He excels at accurate shooting and positional play, but I can multi-task and I'll see things he'll miss. You want to know more about the differences between the sexes? Try a book called *Why Men Don't Listen And Women Can't Read Maps* by Allan and Barbara Pease. You might learn something.

James, your female friend may have prefered to buy her own console and please herself what kind of game she played, but it's more likely that after your disparagement she'll conclude gaming isn't for her, which is a pity. I've been playing for 15 years and there is no more enjoyable and mentally stimulating way to spend a night at home. I have the added pleasure of playing in the company of a mature man who appreciates my feminine gaming skills and powers of observation.

My point is this: female gamers are different, *not* inferior. Age is no barrier to enjoying games either. I'm a Granny. Sorry if this will upset your ideas about my sex and age group, but I'm currently forgoing bingo and knitting to shoot and then stamp on the heads of zombies and rabid dogs in *Silent Hill*.

Ann Clarke, Swindon

If you wonder why gamers still occasionally get branded as geeks with no social skills, consider this: Have you ever offered to play a non-gamer at a title you know intimately, and instead of selecting a crap team or character for yourself and coaching them through the experience, you chose to pummel them into the ground and gloat cruelly about their naivety? Of course, we all have. Sometimes you just can't help it. But then you can't really blame humiliated non-gamers for drawing the conclusion that videogames are stupid and that the people who play them are pathetic inadequates with desperate inferiority complexes. Care and share, readers, and we all come out of this better.

ICORGASMIC

I've played 'em all. But nothing comes as close to gaming heaven as *Ico*. My God, what an experience. I bought *MGS2* as soon as it came out and was really enjoying it. Then after reading your review of *Ico* I went and bought that, too. As soon as I started I couldn't stop. *Ico* completely took over my gaming. We're talking about relegating MGS2 to also-ran status here. *Ico* blows *all* games out of the water and I must ask the question, where was the advertising campaign? Why were the people who published this game so quiet? They should have been screaming from the rooftops! Games like this are the reason the PS2 was made and all PS2 owners who want an emotional, enjoyable and different experience really should get this game. Any rumours of *Ico 2* yet?

Graham Doyle, Dublin

Glad you shared our enthusiasm for this astonishing title, Graham. Few people who've tried the game have failed to be touched by Ico's magic, but the fact remains that the subtlety of Ico's approach makes it a very difficult game to promote to the mass market. We'll do all we can to champion great titles, but if it's not about shooting, fighting, driving or sport, it's very difficult to persuade the man on the street to part with his £40. You can't blame the publisher [SCEE in this case] for putting its money behind more obvious titles instead, although an appropriately low-key marketing campaign did target Ico at more open-minded gamers. People just don't readily associate videogames with delicate emotional experiences, although maybe the minor success of Ico will help change perceptions.

No news on a sequel, but perhaps it would be fitting if Fumito Ueda and team didn't feel compelled to do the boring, conventional thing.

THE LENGTH DEBATE

In *OPS2*#019 you stated that a number of people had written to you to complain that games on PS2 are too short – I can't say that I agree. Much as I really enjoy my PS2 I don't think I would ever spend an entire weekend using it. It's unhealthy in more ways than one. If people dedicate large slices of their lives to gaming then the games are obviously going to seem short, aren't they? Personally, if the games were any longer, I'd get turned off due to the end being so far away. Believe it or not, there are other things that have to be done in life.

Software houses have to be conscious of development cycles – games take a long time to produce as it is without the additional effort of making them longer. Consoles such as PS2 have to have a constant roll-out of titles in order to remain effective in the market. If a PS2 game is £40 and provides 10-15 hours entertainment then that's fairly good value in my eyes. A DVD film costing £20 would only give you up to three hours of entertainment. Games that, for me, have semi-infinite appeal are *SSX Tricky* and *GT3*. Narrative games like *MGS2* have to have a clear ending and I think people are naturally disappointed when the game ends, as they are when a good film is over and they have to return to more mundane reality. The moral of the story is that it is quality, not quantity that counts.

Paul Hoskin, via email

An intriguing addition to the 'are PS2 games long enough' debate. Narrative-based games will always struggle with this conundrum. A film that goes on for more than three hours is often considered drawn-out and self-indulgent, so it's all about intensity of experience.

SEPARATED AT BIRTH

I've just loaded up the demo of *Vampire Night* on *OPS2*#019 for the first time and if I wasn't sitting down I would've fallen over. One of the vampire hunters is the spitting image of my boyfriend! I've sent a picture to show you that I haven't gone crazy. Please print this alongside a picture of the *Hunter* guy because it will really annoy him.

R Hawthorne, Devon



***Vampire Night*, or just a heavy night?**

Er, uncanny, isn't it? But surely we can do better than that. Time for you all to send us your videogame lookalikes, whether you think your Uncle is the spit of Paul Phoenix, or whether you've spotted the vague similarity between Revolver Ocelot and Bobby Robson. Usual address.

STOP WHINING

I would like to say "shut up" to all the idiots who moan about PS2 games being £40. If you can't afford a game, don't go moaning to me about it! I mean, I can't afford a Porsche but I don't moan, do I? Several stores are doing two games for £30 and some of them are pretty decent. Another thing: If you don't like a game, don't whine about it, take it back within a few days – fools!

George King, London

Nothing beats a good moan about people who moan too much...

BAD BABYSITTER

Recently, I have heard a lot of negative comments aimed at games and the entertainment industry. I am 16 and I've been playing games now for nine years. In that time, my parents and grandparents have often looked at my games and, at times, even played them with me.

My point is that never, since I started playing games, have I been in any fights, tried to rip someone's head off or shot anyone with an Uzi. However, it seems that nowadays, when a crime is committed by a young person, people seem to be more concerned with blaming everything and everybody *except* the person who actually committed the crime. It is a sad state of affairs when blame is continuously aimed at scapegoats (such as videogames) rather than the real person responsible.

I believe that if parents just spent more time with their children, many tragedies could be prevented. It's not the fault of game developers if parents are too busy to monitor their children and simply allow a games console to become the babysitter. If somebody shoots another person, we don't blame the company that invented the gun, do we?

Ian Garbett, Wolverhampton

Thankfully, there haven't been any reported incidents of confused kids acting out their GTA3 fantasies for real, so the issue of games encouraging real-life violence hasn't really flared up recently. Even so, game developers do need to be responsible about the treatment of violence in their games, and we shouldn't see copycat incidents as the only possible manifestation of videogame violence – a culture that relentlessly promotes dumb brutality and violent solutions isn't always a pleasant place to be.

THE ART OF THE MATTER

The other day, my sister's art teacher was moaning at her class saying things like, "Kids don't do enough art nowadays. All they do is sit in their rooms playing PlayStation and watching TV!" I'd like to point out that in the 21st Century, art encompasses much more than just paint on paper. Who's to deny the beauty in a game like *Ico*? Or the fine graphics in *MGS2*? There are so many games out there that constitute immersive and interesting experiences with cleverly designed characters and plots.

I'm fed up with games being seen as time-fillers for lazy, spoilt kids who can't be bothered to get off their butts. Admittedly, a lot of us *can't* be bothered to get up off of our butts, but we know that games can be more than just fancy toys. Hopefully, one day games won't be viewed as marginal entertainment, but will be accepted as an important element of mainstream culture alongside movies. I'm sure that if a lot of the people who criticise games actually sat down and played something like *Ico* or MGS2, they'd understand my point.

Jesse Jones, Dorset

Damn straight. A good videogame can provoke just as much intelligent debate about the 'nature of things' than a novel, film or a piece of art. And if it can inspire you to create your own art, even better.

DESIGNER DREAMS

I think that games players should have more contribution in the development of videogames. Developers should at least issue surveys asking us what we would like to see within games. My friends and I have come up with numerous ideas such as ice cream van missions in GTA3 and a football stadium mission in *Silent Scope 2*, among others. If developers would take the ideas of fans into account, I'm sure higher quality games would be the result. Many games players have the potential to be game designers in the future, so why not get them involved now?

Thomas Gould, via email

Most developers and publishers do make efforts to consult gamers about what they would like to see in games. Letters and emails offering feedback written by fans to game companies are taken seriously. Many companies also actively canvas opinion by means of a mailing list. Then there's group focus testing, a valuable part of any game's development. Developers can only go so far – ultimately, most of the best games you play are authored by a tight-knit, creative team with a strong vision – but they always welcome new input. Why not write to game companies via the addresses in our database section [pg 143]? If you and your friends are as good as you say, there may be a job in it.

GET A LIFE?

I would like to ask OPS2's opinion on the amount of time I spend on my PS2. At the moment I am off work due to an accident and all I have done is play on my lovely black machine. I spend about six to eight hours a day with my PS2 and, on weekends, I switch it on on Friday night and play straight through until Sunday evening. Am I a sad bastard?

Also, is there any way of sleeping while gaming and do you know where I can get hold of a commode?

Johnny Chadwick, Bolton

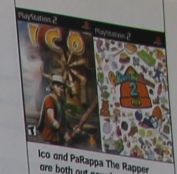
Think of it as you would think of eating pies. A pie is a tasty treat, and sometimes you imagine you would just like to sit on your arse and eat pies all day. But if you actually did that, you would turn into Johnny Vegas and no-one of the opposite sex would want to sleep with you ever, not even for a bet.

YOU CAN'T WITH A NISSAN

Just reading *OPS2*#020 (great mag by the way) and noticed that in your preview of Auto Modellista [pg 078] you said, "There's no mistaking the brutish lines of the growling Nissan Skyline." Shame then that you have mistaken it for a Subaru Impreza... Still, the game is looking interesting, any news on a demo?

Richard Bacon, Nottingham

We've scraped the egg off our faces and are now using it to cook humble pie. Meanwhile, the short-sighted writer in question has been pressed into action as a one-man, lick-clean carwash until he can tell the difference between his flash motors. As for getting a demo out of the usually reluctant Capcom Japon... the petitioning starts here.



Ico and PaRappa The Rapper are both out now from SCEE, each priced at £39.99 RRP.

POSTAL BYTES

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I am the real solid snake. you would know i was here if i had not told you. damn you raiden, stealing my part; it was my game. Thanx, solid snake. under a table _ AFTR 90 HRS IV FINISHD DARK CLOUD-BRING ON FFX :OR PRAY I GET A SoCIAL LIFE SUMTIME SOON! k IS IT JST ME OR IS SOLID SNAKE IS A RATHER ORGENE NAME?-TOM, SURREY _ GTA3 TIP!GET TANK,TURN DE TURRET 2 FACE BEHIND U,+ KEEP FIRING: INSTANT TURBO CHARGED TANK. MGS2 A LETDOWN,2 HOURS AS SNAKE!! HIDEO, WOT WERE U THINKIN? LUC,NM _ Thanks a bunch Hideo Kojima! Now I've finished MGS2 all I have left is sneaking around my work place & scaring the crap outta my mates with a choke-hold! G-buh. _ Silent hill 2 is a no go without a memory card. STEVEN BORYSEWICZ ov COVENTRY _ ME WANTS SPYRO4 APE ASCAPE 2. AND Y DID DRAKEN GT PUT BACK TILL APR. MARTIN GUILDFORD. PS HURY UP AND COM OUT YR KEEPING ME WAITING _ WELL WE WOULD LIKE 2 C GTA3 ONLINE, JUST IMAGINE?...PONTYPOOL S.WALES SLASHBJ _ Hi, i like eatin snail poo. Jools vinnall, colcheste _ Mee...zhang zivi

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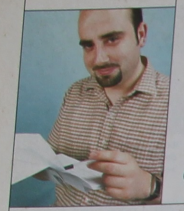


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surgery

OPS2's Dr Paul Fitzpatrick performs liposuction on your gaming fat deposits.

1. Can you help me with *Escape From Monkey Island*? So far I've put the Hat on the giant stone monkey head and used the Banana Picker to open the mouth. Now, how do you get the other monkeys to enter the head?
Gary Wilson, Preston

1. *What you need is the Mêlée Island Gubernatorial Seal. To get this, help Herman get his memory back which involves throwing the coconut, the milk bottle and the accordion at him. He'll then thank you by giving you the Seal. Fit this into a slot inside the stone monkey head's control room. And when you do you'll be able to leave Monkey Island.*

1. Do you have any hints to catch big fish in *Bass Strike*?
Dan Bailey, via email

1. *Try this. When playing the tournaments or time trials, pay attention to the image of the lake shown while selecting. If you can find the area highlighted, you'll see some very large Bass swimming there.*

1. I read a small article in Spy (*OPS2#018*) about the possibility of a UK release of the PS2 Linux Kit. When is it being released?
2. What kind of quality of games will the Linux Kit be able to produce?
3. What software is to be included on the discs that come with the kit?
4. Will it be easier to use than Yabasic?
Matt Taylor, Stafford

1. *The latest word from the official site (see below) is 22 May.*
2. *Given enough programming expertise it is possible to get virtually the same results using the Linux Kit as it is with the professional PS2 development kits, but unless you have considerable programming experience you won't be creating works of genius straight out of the gate. However, if you're serious about learning how to become a games programmer it's a great way to start.*
3. *The Linux Kit includes the Linux operating system software together with a suite of applications (editors, graphics tools and the like) including a Windows-based desktop environment.*
4. *Linux is a flexible operating system that not only provides a great way for relatively inexperienced users to learn about programming, but can, in the hands of experienced programmers, become a powerful development platform. This said, you do need to be at least computer literate to get started. If you're really interested in the Linux Kit we recommend you search your local library for 'teach yourself Linux' books and see if the level of commitment it requires is what you had in mind before you proceed. You might also want to check out the following Web site: playstation2-linux.com*

1. I'm playing *Metal Gear Solid 2* and have got past the retinal scanner into the room with hostages, but which one is Ames and what do you do with him when you've found him?
Ario Neysan, Leeds

1. *The long route to finding Ames is to go from person to person pointing the directional microphone at their chest to listen for an irregular heartbeat (Ames has a pacemaker fitted) while avoiding being rumbled by the real guards. However, just for you, he's located in the south of the room, on his own, facing the south wall. Look for a guy with collar-length hair. Once you've located him a series of cut-scenes will kick in and Ames's role will be made clear.*

1. I have experienced the lip-synch problem when playing DVDs since I first got my PS2 on launch day. I contacted Sony Technical Support and asked if the later DVD driver that is currently bundled with the Sony Remote Control would sort it out and they suggested it would. I asked if I could get the driver software without the Remote and was told, "Not at the moment, but it might be on *OPS2*'s demo DVD in the near future." That was in November. Was I just fobbed off or will you release the Driver on your disc?
Olly Haigh, via email

1. *We too heard similar rumours a few months ago. It seems, however, that the almighty dollar/pound/yen has won out and buying the official DVD Remote is going to be the only way for people experiencing lip-synching problems with older PS2s to rectify the problem via an updated DVD driver. We're as disappointed as you. Of course, if or when the situation changes, we'll let you know.*

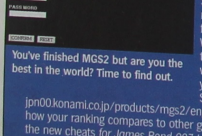
1. I finished *MGS2* in just three days. After I completed the game I unlocked all the extras mentioned in the review. However, when I put the game back on the other day, the Casting Theatre mode was gone as was the Boss Survival mode. How do I get it back?
Daniel Dorman, via email

1. *First off, did you save the game after the final Boss? Secondly, when you started playing again, did you choose a new slot on your Memory Card? If neither of these things happened and you've tried to load the completed game data once you've booted up without success, then it sounds like it could be a problem with your Memory Card.*

Send all your game and technical queries to: Surgery, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email PS2postal@futurenet.co.uk, marking it 'Surgery'. Get writing now!

POSTAL SURGERY DROP IN

Enemas to clear your gaming blockages.



You've finished MGS2 but are you the best in the world? Time to find out.

First onto the examination couch is **John Mason** who'd like to know if there will be a *Championship Manager* game coming to PS2. Given its stat-heavy nature, the franchise is unlikely to come our way until the Hard Disc Drive is launched. But once that's happened we predict it's only a matter of time before Sports Interactive and Eidos get working on a PS2 release. Next is **Sam Hague** who wants to know if from *Final Fantasy XI*, the series will be purely online. Well, there are few details on *FFXII*, but we do know that it will be a self-contained game. Last up is **Colin** who is intrigued by the code that appears once you've finished *MGS2*. That's your completion code. Simply log on to the following Web site:
jpn00.konami.co.jp/products/mgs2/english/mr/code_entry.html and enter the code to see how your ranking compares to other gamers worldwide. Finally, we're not able to bring you the new cheats for *James Bond 007 In... Agent Under Fire* as promised last month. We'll put them here as soon as we can, but apologise if you were hoping to see them this issue.

PlayStation.2 OFFICIAL MAGAZINE-UK

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the shortlist

If it's for PS2 and on sale in the UK, then we've played it, argued about it and played it some more. Want the definitive verdicts on the 257 PS2 games available right now? Then welcome to The ShortList.

OPS2 AWARDS

To filter out the pearls from the swine, *OPS2*'s reviews incorporate a colour-coded ratings system.

PlayStation.2 GOLD

GOLD
Only awarded to games that score the full 10/10.

PlayStation.2 SILVER

SILVER
Awarded to titles that score 9/10.

PlayStation.2 BRONZE

BRONZE
Awarded to titles that score 8/10.

4X4 EVOLUTION
(Take 2/Terminal Reality)
Flash but slack off-road 4x4 racer. Fails to make a lasting impression.
Reviewed **OPS2#06**/**Overall 05**

7 BLADES
(Konami/KCEJ)
Ninja-styled adventure with 'healthy' chopsocky gameplay.
Reviewed **OPS2#05**/**Overall 06**

18 WHEELER
(Acclaim/Sega/Acclaim Cheltenham)
Brash, chunky and colourful truck racer. Lacks a little substance.
Reviewed **OPS2#14**/**Overall 06**

ACE COMBAT: DISTANT THUNDER
(SCEE/Namco)
Best AC yet. Graphically-polished flight sim with ample missions.
Reviewed **OPS2#17**/**Overall 07**

AGE OF EMPIRES II: THE AGE OF KINGS
(Konami/Microsoft/Ensemble Studios/KCET)
Real-time strategy with depth and longevity. Slightly tricky controls.
Reviewed **OPS2#13**/**Overall 07**

AIRBLADE
(SCEE/Criterion)
Skateboarding without wheels. Intricate visuals, sublime handling.
Reviewed **OPS2#14**/**Overall 08**

ALL-STAR BASEBALL 2002
(Acclaim/Acclaim Studios Austin)
An enjoyable all-round game of baseball with oodles of depth.
Reviewed **OPS2#07**/**Overall 07**

ALL-STAR BASEBALL 2003: FEATURING DEREK JETER
(Acclaim/Acclaim)
Highly detailed, very playable. Well worth a look for sport sim fans.
Reviewed **OPS2#20**/**Overall 07**

ALONE IN THE DARK: THE NEW NIGHTMARE
(Infogrames/Darkworks)
Scary survival horror game, but fails to frighten in this comeback.
Reviewed **OPS2#13**/**Overall 06**

AQUA AQUA: WETRIX 2.0
(SCI/Zed Two)
A well-realised update of the N64 puzzler *Wetrix*.
Reviewed **OPS2#01**/**Overall 07**

ARCTIC THUNDER
(Midway/Midway/Inland Productions)
Crude visuals, but plenty of fast and furious gameplay.
Reviewed **OPS2#14**/**Overall 07**

ARMORED CORE 2
(Ubi Soft/From Software)
Infinitely-tweakable first-person mech shooter.
Reviewed **OPS2#04**/**Overall 07**

ARMY MEN AIR ATTACK: BLADE'S REVENGE
(3DO/3DO)
Dullsville helicopter game.
Reviewed **OPS2#09**/**Overall 02**

ARMY MEN: GREEN ROGUE
(3DO/3DO)
On-rails shooter starring those little plastic men.
Reviewed **OPS2#08**/**Overall 01**

ARMY MEN: SARGE'S HEROES 2
(3DO/3DO)
Another poorly realised shooter.
Reviewed **OPS2#07**/**Overall 03**

ATLANTIS III: THE NEW WORLD
(Cryo/Cryo)
Tedious first-person adventure.
Reviewed **OPS2#20**/**Overall 02**

ATV OFFROAD
(SCEE/Rainbow Studios)
Quad bike stunt racer with dubious AI but loads of thrills.
Reviewed **OPS2#10**/**Overall 06**

BALDUR'S GATE: DARK ALLIANCE
(Interplay/Black Isle Studios)
Play Dungeons & Dragons in digital format. An RPG that does the PS2 great justice.
Reviewed **OPS2#15**/**Overall 08**

BASS STRIKE
(THQ/PAI Corporation Ltd)
Fishing on PS2? Yes that's right! Get out in the fresh air and do it for real!
Reviewed: **OPS2#15**/**Overall 04**

BATMAN VENGEANCE
(Ubi Soft/Ubi Soft)
Interesting action adventure, but just a little too 'on rails' to provide a real challenge.
Reviewed **OPS2#14**/**Overall 06**

BLOOD OMEN 2
(Eidos/Crystal Dynamics)
Arcade-style adventure game with a powerful story line, that's let down by unoriginal gameplay.
Reviewed **OPS2#20**/**Overall 06**

BLOODY ROAR 3
(Virgin/Hudsonsoft)
Fur Fighters meets *WWF* in this beastly battler. A lot of fur, but not quite enough bite.
Reviewed **OPS2#09**/**Overall 06**

BURNOUT
(Acclaim/Criterion Studios)
OutRun grows up, and learns how to crash properly. Thrilling, edgy race action that will threaten your no claims bonus.
Reviewed **OPS2#13**/**Overall 08**

CAPCOM VS SNK 2
(Capcom Eurosoft/Capcom)
A superb 2D beat-'em-up from the house that knows all there is to know about combat. With endless two-player fun.
Reviewed **OPS2#15**/**Overall 08**

CART FURY CHAMPIONSHIP RACING
(Midway/Midway)
Arcade racer with crazy physics and a dose of high-speed hard shouldering.
Reviewed **OPS2#10**/**Overall 06**

CASPER: SPIRIT DIMENSIONS
(TDK/Lucky Chicken)
Half-decent cartoon licence.
Reviewed **OPS2#20**/**Overall 04**

CENTRE COURT: HARD HITTER
(Midas Interactive/Magical Company)
Cheap, arcade-style tennis game. Fun Multiplayer option, but not much else.
Reviewed **OPS2#17**/**Overall 04**

CITY CRISIS
(Take 2/Syscom)
Innovative helicopter adventure with neat control system and beautiful landscapes.
Reviewed **OPS2#10**/**Overall 06**

CONFLICT ZONE
(Ubi Soft/MASA)
Solid, functional but does little you haven't seen before in a RTS.
Reviewed **OPS2#20**/**Overall 06**

CRASH BANDICOOT: THE WRATH OF CORTEX
(Vivendi Universal/Traveller's Tales)
Crash spins onto PS2 but little has changed from the rodent's PSone adventures.
Reviewed **OPS2#14**/**Overall 06**

CRAZY TAXI
(Acclaim/Sega/Acclaim)
Arcade thrills aplenty in this no-holds-barred city-smashing racer where you drive a taxi and pick up fares if you want speed, buy this.
Reviewed **OPS2#07**/**Overall 08**

CRICKET 2002
(EA Sports/EA Sports)
The best leather-on-willow sim on any console, ever.
Reviewed **OPS2#15**/**Overall 08**

DARK CLOUD
(SCEE/Level 5)
An enthralling RPG with atmospheric music and a world-building element thrown in for good measure.
Reviewed **OPS2#11**/**Overall 07**

DARK SUMMIT
(THQ/Radical Entertainment)
Snowboarding with an alien-riddled story. Bizarre.
Reviewed **OPS2#19**/**Overall 05**

DAVE MIRRA FREESTYLE BMX 2
(Acclaim/Z-Axis)
Orthodox but impressive, this BMX sim has an inventive array of tricks.
Reviewed **OPS2#12**/**Overall 07**

DEAD OR ALIVE 2
(SCEE/Tecmo)
Blistering beat-'em-up that's famous for its stealthy gameplay and collection of extremely well-endowed lady fighters.
Reviewed **OPS2#02**/**Overall 07**

DEUS EX
(Eidos/Ion Storm)
A triumphant multi-genre fusion that breeds new intelligence in a FPS. Better than the PC version.
Reviewed **OPS2#20**/**Overall 08**

DEVIL MAY CRY
(Capcom Eurosoft/Capcom)
Melding rip-roaring battling with lush surroundings and a superb gothic atmosphere. One of the best PS2 games yet! Definitely.
Reviewed **OPS2#14**/**Overall 09**

DISNEY'S DINOSAUR
(Ubi Soft/Ubi Soft)
Follows the tradition of all movie spin-offs – it's pretty poor.
Reviewed **OPS2#03**/**Overall 04**

DNA
(Virgin Interactive/Hudsonsoft)
Gene warfare and confusing puzzles in this manga adventure.
Reviewed **OPS2#14**/**Overall 06**

DONALD DUCK: QUACK ATTACK
(Ubi Soft/Disney Interactive)
A first-generation platformer that suffers from Stone Age graphics.
Reviewed **OPS2#04**/**Overall 04**

DRAKEN: THE ANCIENTS' GATES
(SCEE/Surreal Software)
A medieval action adventure game with a dragon.
Reviewed **OPS2#18**/**Overall 07**

DRAGON'S LAIR
(Digital Leisure/Cinematronics)
Retro adventure. Should have stayed stuck on the Laser Disc.
Reviewed **OPS2#03**/**Overall 02**

DRAGON'S LAIR II: TIMEWARP
(Digital Leisure/Cinematronics)
Painfully dull arcade sequel.
Reviewed **OPS2#03**/**Overall 01**

DRIVEN
(BAM! Entertainment/BAM! Studios Europe)
Poor racing game from a poor film licence.
Reviewed: **OPS2#15**/**Overall 04**

DRIVING EMOTION TYPE-S
(EA/Square)
Dismal racer. Fails to evoke *any* emotion at all.
Reviewed **OPS2#05**/**Overall 04**

DROPSHIP: UNITED PEACE FORCE
(SCEE/Studio Camden)
Impressive combat sim that rewards commitment with paced and varied gameplay.
Reviewed **OPS2#16**/**Overall 08**

DYNASTY WARRIORS 2
(Midas Interactive/KOEI)
Epic battler mixing strategy, sword slashing and horse riding.
Reviewed **OPS2#02**/**Overall 07**

DYNASTY WARRIORS 3
(THQ/KOEI/Omega Force)
Feudal Japan at its best: a satisfying beat-'em-up combined with the strategy of wargames.
Reviewed **OPS2#19**/**Overall 08**

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE
(SCEE/Sega/Appaloosa)
You're a dolphin and it's up to you to save the world from an alien invasion. Relax in the New Age calm of this underwater adventure.
Reviewed **OPS2#16**/**Overall 08**

EOE: EVE OF EXTINCTION
(Eidos/Yuke's)
Puzzles, action, adventure and even platforming. Some good ideas but they just don't gel.
Reviewed **OPS2#20**/**Overall 05**

EPHEMERAL FANTASIA
(Konami/KCEJ East)
Bemani-style RPG in which pulling off a guitar solo is integral to the plot.
Reviewed **OPS2#10**/**Overall 07**

ESCAPE FROM MONKEY ISLAND
(Activision/LucasArts)
An enthralling adventure that includes smart visuals, witty script and intelligent puzzles that challenge the brain no end.
Reviewed **OPS2#09**/**Overall 08**

ESPN INTERNATIONAL TRACK & FIELD
(Konami/KCEO)
Graphically impressive athletics sim marred only by iffy AI. A great workout for the fingers.
Reviewed **OPS2#01**/**Overall 06**

ESPN INTERNATIONAL WINTER SPORTS
(Konami/KCEO)
An event-based winter sports sim that's a little dated and rather dull. Great if you're a fan of *Ski Sunday*.
Reviewed **OPS2#18**/**Overall 05**

ESPN NATIONAL HOCKEY NIGHT
(Konami/KCEO)
There are other hockey sims on the market with better gameplay that put this in the sin bin.
Reviewed **OPS2#05**/**Overall 06**

ESPN NBA 2NIGHT
(Konami/KCEO)
Hardcore gameplay makes this one for basketball heads only.
Reviewed **OPS2#05**/**Overall 06**

ESPN X GAMES SKATEBOARDING
(Konami/KCEO)
Not-very-extreme skateboarding sim with dodgy graphical glitches.
Reviewed **OPS2#13**/**Overall 05**

ESPN WINTER X GAMES SNOWBOARDING
(Konami/KCEO)
Lifelike snowboarder, ruined by bland graphics, unresponsive controls and a lack of excitement.
Reviewed **OPS2#01**/**Overall 06**

ESPN X GAMES SNOWBOARDING
(Konami/KCEO)
Second in the series, but not any better. An average snowboard sim. Has plenty of modes and levels but not nearly as much fun as *SSX Tricky*.
Reviewed **OPS2#18**/**Overall 04**

ETERNAL RING
(Ubi Soft/From Software)
Unoriginal Japanese RPG. As painful as its title.
Reviewed **OPS2#05**/**Overall 03**

EVERGRACE
(Ubi Soft/Crave Entertainment/From Software)
An ultimately depressing role-playing game, that fails to engage the player at any meaningful level.
Reviewed **OPS2#06**/**Overall 02**

EVIL TWIN
(Ubi Soft/In-Utero)
Adventure from the dark side of platforming. Average, far-from-perfect animation with 76 levels of twisted plot.
Reviewed **OPS2#17**/**Overall 05**

EXTERMINATION
(SCEE/Deep Space)
Alien-inspired survival horror-fest that is set in a deserted Antarctic research base. Positively crawling with cool design innovations.
Reviewed **OPS2#08**/**Overall 07**

EXTREME-G 3
(Acclaim/Acclaim)
A neon beast of a future bike racer that requires skill and brains. Takes some 'inspiration' from the *WipEout* series. Not for the faint-hearted.
Reviewed **OPS2#11**/**Overall 08**

F1 2001
(EA Sports/EA Sports)
One of many solid PlayStation 2 Formula One titles, but this one is ultimately a little soulless compared to the rest.
Reviewed **OPS2#13**/**Overall 07**

F1 CHAMPIONSHIP SEASON 2000
(EA Sports/EA/Visual Sciences)
Hardcore F1 fans will find this a little too easy.
Reviewed **OPS2#03**/**Overall 06**

F1 RACING CHAMPIONSHIP
(Video System/Ubi Soft)
Good attention to detail but a lot less fun than its (many) competitors.
Reviewed **OPS2#06**/**Overall 05**

FANTAVISION
(SCEE/SCEI)
The world's first fireworks game. Not enormous, but of rare and random beauty.
Reviewed **OPS2#01**/**Overall 07**

six of the best

SPORTS GAMES



1. PRO EVOLUTION SOCCER
Quite simply the best football game on PS2 bar none. It's so intuitive and faithful to the spirit of real thing that the only likely future contender for the top spot is *Pro Evolution Soccer 2*. If you like your football you should be playing *PES*. Now!
**PES is out now from Konami*



2. MADDEN NFL 2002
American football will never challenge the soccer supremacy in the UK, but this impeccable gridiron spectacular is a truly classic sporting title.
**Madden NFL 2002 is out now from EA Sports*



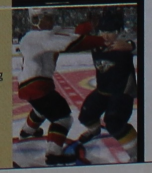
3. RUGBY
A fine attempt at injecting pace and fluidity of gameplay into what could have been a deeply stilted experience. With no other rugby games on PS2, this is a must.
**Rugby is out now from EA Sports*



4. CRICKET 2002
EA does it again. A highly detailed and engaging sim that captures the essence of cricket. Add to this EA's wealth of options and stats and you'll be bowled over.
**Cricket is out now from EA Sports*



5. WORLD CHAMPIONSHIP SNOOKER 2002
Tactical yet fluid, this sim has superb ball physics and features. Intuitive design and sharp graphics frame this great package.
**WCS 2002 is out now from Codemasters*



6. NHL 2002
Banishing the occasional slowdown that put *NHL 2001* in the sin bin, this outing is solid from the get go. Brutal, fast and presented with style, this is great fun.
**NHL 2002 is out now from EA Sports*

FIFA 2001
(EA Sports/EA Sports Canada)
Great graphics, but Second Division gameplay.
Reviewed **OPS2#02**/**Overall 06**

FIFA 2002
(EA Sports/EA Sports Canada)
Despite admirable improvements, it's a goal down to *Pro Evolution*.
Reviewed **OPS2#14**/**Overall 07**

FINAL FANTASY X
(SCEE/Square)
By far the best-looking RPG on PS2. It's challenging, it's captivating and it's huge.
Reviewed **OPS2#20**/**Overall 08**

FORMULA ONE 2001
(SCEE/Studio Liverpool)
The best F1 game to reach PS2. Load it up and feel the speed.
Reviewed **OPS2#07**/**Overall 08**

FRANK HERBERT'S DUNE
(Cryo/Wide)
Just about the worst action adventure on PS2.
Reviewed **OPS2#20**/**Overall 03**

FREAK OUT
(Swing!/Treasure)
Unique cartoon action-adventure with a kooky Japanese twist. Grab enemies with a bewitched scarf.
Reviewed **OPS2#12**/**Overall 07**

FUR FIGHTERS
(Acclaim/Bizarre Creations)
Cute fluffy creatures armed with shotguns blast each other to pieces. It's either an insane dream or entertaining reality.
Reviewed **OPS2#08**/**Overall 08**

G1 JOCKEY
(THQ/KOEI)
Part strategy, part puzzler. Horse racing comes to PS2.
Reviewed **OPS2#20**/**Overall 05**

GAUNTLET: DARK LEGACY
(Midway/Midway East Games)
A linear RPG that unfortunately comes off as a pale imitation of it's coin-op ancestor.
Reviewed **OPS2#08**/**Overall 05**

GIANTS: CITIZEN KABUTO
(Interplay/Planet Moon)
The Reaper might be cool, but loading times hamper this port of a complex PC battle game.
Reviewed: **OPS2#15**/**Overall 06**

GIFT
(Cryo Interactive/Ekosystem)
New take on the 3D platformer, but lets its French imagination get in the way of its gameplay.
Reviewed **OPS2#10**/**Overall 06**

GLOBAL TOURING CHALLENGE: AFRICA
(Rage/Rage Warrington)
Impressive racer with sublime car handling and great locations. Let down by short courses.
Reviewed **OPS2#14**/**Overall 07**

GODAI: ELEMENTAL FORCE
(3DO/3DO)
A martial arts parody, third-person beat-'em-up. Nice ideas ruined by bad implementation.
Reviewed **OPS2#18**/**Overall 02**

GRADIUS III & IV
(Konami/KCET)
Dull 2D arcade shooter. More PSone than next-gen.
Reviewed **OPS2#01**/**Overall 02**

GRANDIA II
(Ubi Soft/GameArts)
Big but ugly RPG game.
Reviewed **OPS2#20**/**Overall 05**

GRAND THEFT AUTO III
(Rockstar Games/DMA Design)
The original crim sim goes 3D. The game has its flaws, but there's nothing else quite as sick and funny on the shelves. Buy it.
Reviewed **OPS2#13**/**Overall 08**

GRAN TURISMO 3: A-SPEC
(SCEE/Polyphony Digital)
If you didn't know already, GT3 is the greatest driving game in the world. Buy it now.
Reviewed **OPS2#09**/Overall 09

G-SURFERS
(Midas Interactive/Blade Interactive)
Futuristic racer that's improved by an innovative track editor.
Reviewed **OPS2#13**/**Overall 07**

GUILTY GEAR X
(Virgin/Sammy)
Pushes hard at beat-'em-up boundaries. The start of a new wave of next-gen 2D fighters.
Reviewed **OPS2#16**/**Overall 08**

GUN GRIFFON BLAZE
(Swing!/GameArts)
A mech shooter for robot obsessives everywhere.
Reviewed **OPS2#03**/**Overall 07**

H30 SURFING
(Take 2/ASCII)
Inadequate surf sim, although the water's well realised.
Reviewed **OPS2#02**/**Overall 04**

HALF-LIFE
(Vivendi Universal/Valve/Gearbox)
The award-winning PC FPS arrives on PS2 in resplendent form. An essential purchase.
Reviewed **OPS2#14**/Overall 09

HEADHUNTER
(SCEE/Amuze)
An action adventure where *Dirty Harry* meets *MGS2* in a world controlled by bounty hunters.
Reviewed **OPS2#16**/**Overall 07**

HERDY GERDY
(Eidos/Core Design)
Quirky herding 3D adventure which has to be played to be believed. An extraordinary game unlike any other on PS2.
Reviewed **OPS2#18**/**Overall 08**

HEROES OF MIGHT AND MAGIC
(3DO/3DO)
Patchy PC-style adventure.
Reviewed **OPS2#08**/**Overall 03**

HOLOGRAM TIME TRAVELLER
(Digital Leisure/Sega)
It may be called a 'classic' but avoid this like the plague.
Reviewed **OPS2#03**/**Overall 00**

ICO
(SCEE/SCEI)
Beautiful environments and immaculate character animation. For those looking for something deeper in an adventure game.
Reviewed **OPS2#18**/Overall 09

INTERNATIONAL LEAGUE SOCCER
(Eon Digital Entertainment/Taito)
Easily one of the worst footy sims ever to grace PS2.
Reviewed **OPS2#10**/**Overall 02**

INTERNATIONAL SUPERSTAR SOCCER
(Konami/KCEO)
Genuine squads and more instant terrace gratification take *ISS* up to PS2 level. It will take over your life.
Reviewed **OPS2#01**/**Overall 08**

IRON ACES 2: BIRDS OF PREY
(Xicat/Xicat)
Flight sim where you fly your way through aviation history.
Reviewed **OPS2#18**/**Overall 04**

ISS 2
(Konami/KCE OSA)
Solid arcade football game for those who like their pixellated footy on the cheesy side.
Reviewed **OPS2#20**/**Overall 07**

JADE COCOON 2
(Ubi Soft/Genki)
'Adult Pokémon' – bred animals to fight. An RPG with a twist.
Reviewed **OPS2#19**/**Overall 07**

JAK AND DAXTER: THE PRECURSOR LEGACY
(SCEE/Naughty Dog)
Brilliant and innovative platformer from the makers of *Crash Bandicoot* introduces two heroes you'll be seeing a lot more of.
Reviewed **OPS2#15**/Overall 09

JAMES BOND 007 IN... AGENT UNDER FIRE
(EA/EA Redwood Shores)
A thrilling single-player Bond experience, with a great Four-player mode and beautiful loading ladies. Almost on a par with N64's GoldenEye.
Reviewed **OPS2#15**/**Overall 08**

JEREMY McGRATH SUPERCROSS WORLD
(Acclaim/Acclaim Studios Salt Lake)
A motocross game minus realism, thrills, speed, handling and mud.
Reviewed **OPS2#16**/**Overall 03**

JET SKI RIDERS
(Eidos/Opus Corporation)
Great water effects and Kawasaki-licensed Jet Skis.
Reviewed: **OPS2#15**/**Overall 06**

JONNY MOSELY MAD TRIX
(3DO/3DO)
Tricks on skis. Offers nothing new, exiting or fun.
Reviewed **OPS2#18**/**Overall 04**

KENGO: MASTER OF BUSHIDO
(Ubi Soft/LightWeight)
The Training mode makes up for this ninja fighter's otherwise rather limited nature.
Reviewed **OPS2#07**/**Overall 06**

KESSEN
(Electronic Arts/KOEI)
Real-time strategy game set in feudal Japan, in which you get to command a huge army.
Reviewed **OPS2#04**/**Overall 07**

KESSEN II
(THQ/KOEI)
3D strategy wargame with spear-wielding peasants elaborate armour and yelling swordsmen.
Reviewed **OPS2#18**/**Overall 07**

KLONOA 2: LUNATEA'S VEIL
(SCEE/Namco)
Cute and cheerful platformer featuring the lovable glove-eared blue cat-rabbit hybrid.
Reviewed **OPS2#13**/**Overall 04**

KNOCKOUT KINGS 2001
(EA Sports/EA Sports)
A more-than-competent boxing sim. Not good enough to earn its royal status, though.
Reviewed **OPS2#05**/**Overall 06**

KNOCKOUT KINGS 2002
(EA Sports/EA Sports)
Don the gloves for the fourth installment of the well-established boxing sim.
Reviewed **OPS2#19**/**Overall 07**

KURI KURI MIX
(Empire/From Software)
A blend of two-player co-operation and cutesy platformer. An odd but worthwhile addition to any PS2 collection.
Reviewed **OPS2#07**/**Overall 07**

LAKE MASTERS EX
(Midas Interactive/Dazz Corporation)
Dull fishing game. Very dull.
Reviewed **OPS2#20**/**Overall 02**

LEGENDS OF WRESTLING
(Acclaim/Acclaim)
'Violent ballet' with a shortage of modes and options. Fine recreation of pro wrestling.
Reviewed **OPS2#17**/**Overall 05**

LEGO RACERS 2
(Lego Software/ATD)
It's a Lego racer. Build cars and characters (using virtual Lego), then race them. Very average – give us more bricks!
Reviewed **OPS2#14**/**Overall 05**

LE MANS 24 HOURS
(Infogrames/Melbourne House)
Accessible for the gamer who's daunted by ultra-accurate sim-style vehicle handling, but has depth and thrills in abundance.
Reviewed **OPS2#09**/**Overall 08**

LMA MANAGER 2002
(Codemasters/Codemasters)
A very slick, very playable football management game that's vast in scope and hugely challenging.
Reviewed **OPS2#20**/**Overall 08**

LOTUS CHALLENGE
(Virgin Interactive/Kuju)
With a whole back catalogue of cars, it's a Lotus fan's dream. A shame their speed isn't conveyed.
Reviewed **OPS2#14**/**Overall 05**

MADDEN NFL 2001
(EA Sports/EA Sports)
A rewarding and complete NFL game. Could convert non-believers to the sport.
Reviewed **OPS2#01**/**Overall 08**

MADDEN NFL 2002
(EA Sports/EA Sports)
Exemplary American football title with a pristine pedigree. Virtually faultless, but yet another yearly update of a franchise. Go buy!
Reviewed **OPS2#13**/Overall 09

MAD MAESTRO!
(Eidos [Fresh Games]/SCEI)
A very welcome addition to the rhythm action family.
Reviewed **OPS2#20**/**Overall 06**

MAGIX MUSIC MAKER
(Fast Trak/Magix)
Music creation game with loads of sounds and a freaky Video Editing mode. Crisp samples, professional sound, but not enough scope for creativity.
Reviewed **OPS2#17**/**Overall 06**

the shortlist

MAX PAYNE
(Rockstar/Remedy)
Classy shooter with a dark story line, heart-thumping battle scenes and *Matrix*-style Bullet Time.
Reviewed **OPS2#18**/**Overall 07**

MAXIMO
(Capcom Eurosoft/ Capcom Digital Studios)
Platform adventure fun with swords and young men in pants. Varied and lengthy gameplay that will take ages to complete.
Reviewed **OPS2#18**/**Overall 08**

MDK2 ARMAGEDDON
(Interplay/BioWare)
This third-person action shooter has lost nothing in translation. It's destined to be a cult classic.
Reviewed **OPS2#07**/**Overall 08**

METAL GEAR SOLID 2: SONS OF LIBERTY
(Konami/KCEJ)
A must-own, state-of-the-art Tactical Espionage action game that's reason enough to buy a PS2. A superbly paced, surprising story with intelligence and soul. Unbeatable sound and graphics – a benchmark for future PS2 titles.
Reviewed **OPS2#17**/**Overall 10**

MIDNIGHT CLUB
(Rockstar/Angel Studios)
Urban racing, with action-packed New York and London locations.
Reviewed **OPS2#01**/**Overall 04**

MODERNGROOVE: MINISTRY OF SOUND
(Ubi Soft/Moderngroove)
An lightshow generator with five full dance albums.
Reviewed **OPS2#11**/**Overall 06**

MONSTERS, INC
(SCEE/Disney Interactive)
Disney platform game, based on the film. Initially amusing but has a short life span.
Reviewed **OPS2#17**/**Overall 04**

MOTO GP
(SCEE/Namco)
Gran Turismo on two wheels? Ish. A fantastic motorbike sim that rewards repeated play.
Reviewed **OPS2#03**/**Overall 07**

MOTO GP 2
(SCEE/Namco)
Slightly repetitive gameplay and a shallow multiplayer, but slick, fast and realistic.
Reviewed **OPS2#17**/**Overall 07**

MOTOR MAYHEM
(Infogrames/Beyond Games)
Unoriginal deathmatch-based vehicle blasting.
Reviewed **OPS2#13**/**Overall 05**

MR MOSKEETO
(Eidos (Fresh Games)/SCEI)
Brilliantly original and mildly addictive insect-'em-up sim.
Reviewed **OPS2#20**/**Overall 06**

MTV MUSIC GENERATOR 2
(Codemasters/Jester)
Home DJ sample/mixer music maker. Exciting and well put together. Become a bedroom DJ
Reviewed **OPS2#08**/**Overall 09**

MX 2002 FEATURING RICKY CARMICHAEL
(THQ/Pacific Coast Power)
Engaging motorcross sim that utilises its subject to great effect.
Reviewed: **OPS2#12**/**Overall 07**

MX RIDER
(Infogrames/Paradigm)
Motocross/supercross sim that lacks the true grit of the sport.
Reviewed **OPS2#13**/**Overall 06**

NBA HOOPZ
(Midway/Eurocom)
Arcade-styled b'ball sim but there are better ones on the street.
Reviewed: **OPS2#06**/**Overall 06**

NBA LIVE 2001
(EA Sports/EA Sports Canada)
Solid and playable. Thrills are thin on the ground, though.
Reviewed: **OPS2#05**/**Overall 06**

NBA LIVE 2002
(EA Sports/EA Sports Canada)
An update of *NBA Live 2001*? Only for true basketball nuts.
Reviewed: **OPS2#15**/**Overall 06**

NBA STREET
(EA Sports Big/EA Sports)
Great looks, great to play, but not what most will want.
Reviewed **OPS2#10**/**Overall 06**

NFL QUARTERBACK CLUB
(Acclaim/Acclaim Studios Austin)
American football game that has unique features, but unable to compete with *Madden 2002*.
Reviewed **OPS2#13**/**Overall 08**

NHL 2001
(EA Sports/ EA Sports Canada)
EA Sports' perennial ice hockey licence that hits the mark. As Jamie Oliver might say, "Pucka!"
Reviewed **OPS2#02**/**Overall 08**

NHL 2002
(EA Sports/ EA Sports Canada)
The definitive ice hockey videogame, and a marked improvement on *NHL 2001*.
Reviewed **OPS2#14**/**Overall 08**

NHL HITZ 2002
(Midway/Black Box)
A satisfying, if short-lived, arcade-style ice hockey game.
Reviewed **OPS2#14**/**Overall 06**

NO-ONE LIVES FOREVER
(Vivendi/Sierra/Monolith)
A FPS based on the worlds of James Bond and Austin Powers.
Reviewed **OPS2#19**/**Overall 07**

NY RACE
(Wanadoo/Kalisto)
Racer, based on *The Fifth Element*.
Reviewed **OPS2#14**/**Overall 05**

ONI
(Rockstar/Bungie Software)
New character animation in an enjoyable third-person sci-fi romp.
Reviewed **OPS2#05**/**Overall 07**

ONIMUSHA: WARLORDS
(Capcom/Capcom)
Impressive survival horror that lets the PS2 run riot.
Reviewed **OPS2#09**/**Overall 08**

OPERATION WINBACK
(Midas Interactive/KOEI)
An enjoyable stealth shooter with an SAS feel.
Reviewed **OPS2#07**/**Overall 06**

ORPHEN
(Activision/Shade Inc)
Disappointing anime-inspired Japanese RPG.
Reviewed **OPS2#01**/**Overall 04**

PARAPPA THE RAPPER 2
(SCEE/NanaOn-sha)
Rhythm action game where you play a rapping dog. Simple but compelling gameplay.
Reviewed **OPS2#17**/**Overall 07**

PARIS-DAKAR RALLY
(Acclaim/ Broadsword Interactive)
Based on the real race, this sim does little to inspire interest.
Reviewed **OPS2#13**/**Overall 05**

PENNY RACERS
(Midas/Takara)
A half-baked and underfed *GT3*, with just a few good tracks.
Reviewed **OPS2#14**/**Overall 04**

PETER PAN: RETURN TO NEVER LAND
(SCEE/Disney Interactive)
A platformer starring the boy who never grew up.
Reviewed **OPS2#19**/**Overall 02**

PIRATES: THE LEGEND OF BLACK KAT
(EA/Westwood)
A RPG with unique sea battles.
Reviewed **OPS2#19**/**Overall 03**

POLAROID PETE
(JVC/Irem)
Coated in Japanese weirdness, this side-scrolling photo sim is a definite cult hit.
Reviewed **OPS2#16**/**Overall 07**

POLICE 24/7
(Konami/KCET)
Basic lightgun game with motion capture option. Frantic and fast.
Reviewed **OPS2#17**/**Overall 05**

POOLMASTER
(Take 2/Ask)
Dull pool sim, despite some tidy ball physics. Keep it in the pub where it belongs.
Reviewed **OPS2#02**/**Overall 05**

PORTAL RUNNER
(3DO/3DO)
Vikki, of *Army Men* notoriety, gets her own title. It's the best of a bad bunch.
Reviewed **OPS2#13**/**Overall 05**

PRO EVOLUTION SOCCER
(Konami/Konami TYO)
Konami TYO updates *ISS Pro Evolution* and creates the best PS2 football sim yet. You won't leave your joypad until you've won every trophy.
Reviewed **OPS2#14**/**Overall 09**

PROJECT EDEN
(Eidos/Core Design)
Look beyond some of the not-great visuals and you'll lose weeks to this complex and satisfying first-person shooter/adventure.
Reviewed **OPS2#12**/**Overall 08**

QUAKE III
(EA/id & Bullfrog)
In four-player, this FPS is the best multiplayer yet. A technical *tour de force*, it runs like greased lightning and looks absolutely gorgeous.
Reviewed **OPS2#06**/**Overall 09**

RAYMAN M
(Ubi Soft/Ubi Studios France)
Based primarily on multiplayer action. Some good ideas, but the gameplay is nothing new.
Reviewed: **OPS2#15**/**Overall 06**

RAYMAN REVOLUTION
(Ubi Soft/Ubi Soft)
Animation-quality graphics elevate this classic platformer staring a disjolnyrf hero.
Reviewed **OPS2#02**/**Overall 08**

RC REVENGE PRO
(Acclaim/ Acclaim Cheltenham)
A distinct lack of speed makes this an avoidable kart racer.
Reviewed **OPS2#02**/**Overall 03**

READY 2 RUMBLE: ROUND 2
(Midway/Midway)
Marvellous, arcade-based boxing game with crazy cartoon fighters.
Reviewed **OPS2#01**/**Overall 07**

RED FACTION
(THQ/Violition)
FPS that melds MGS-style tactics and the all-out blasting of *Quake*.
Reviewed **OPS2#08**/**Overall 08**

RESIDENT EVIL CODE: VERONICA X
(Capcom Eurosoft/Capcom)
A captivating story, cinematic atmosphere, frights, thrills and copious amounts of blood.
Reviewed **OPS2#10**/**Overall 09**

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
(Capcom Eurosoft/Capcom)
A wasted chance to do a decent, first-person survival horror game.
Reviewed **OPS2#18**/**Overall 04**

REZ
(SCEE/Sega (UGA))
Exploring the relationship between sound and colour this techno shooter provides pure gameplay.
Reviewed **OPS2#16**/**Overall 09**

RIDGE RACER V
(SCEE/Namco)
A popular racer but limited in size and lacks originality.
Reviewed **OPS2#01**/**Overall 07**

RING OF RED
(Konami/KCE)
A must-buy for the robo-fetishist who's after something different.
Reviewed **OPS2#07**/**Overall 08**

ROBOT WARLORDS
(Midas Interactive/DaZZ)
Superior mech games make this redundant in a minority genre.
Reviewed **OPS2#06**/**Overall 04**

ROBOT WARS
(BBC Multimedia/Climax)
TV show tie-ins rarely work – this could have been better.
Reviewed **OPS2#14**/**Overall 05**

RUGBY
(EA Sports/ Creative Assembly)
So far, the only PS2 game to represent this sport. An enjoyable and refined take on Ruby.
Reviewed **OPS2#08**/**Overall 08**

RUMBLE RACING
(EA/EA)
Fast and furious arcade stunt racer that's full of insane courses. Tons of challenge and replay value.
Reviewed **OPS2#08**/**Overall 08**

RUNE: VIKING WARLORD
(Take 2/Human Head)
Viking slash-'em-up that should've been confined to the Dark Ages.
Reviewed **OPS2#11**/**Overall 04**

SALT LAKE 2002
(Eidos/Attention To Detail)
Winter Olympics game with well-defined features but not much variety and limited life span.
Reviewed **OPS2#17**/**Overall 05**

SHADOW HEARTS
(Midway/Sacnoth)
An uncomplicated and enjoyable Japanese RPG.
Reviewed **OPS2#19**/**Overall 07**

SHADOW MAN: 2ECOND COMING
(Acclaim/Acclaim Studio Teesside)
Action-adventure with a sombre twist. Rich textures, gorgeous effects, but doesn't stand out.
Reviewed **OPS2#18**/**Overall 07**

SHADOW OF MEMORIES
(Konami/KCET)
Filmic adventure with a serpentine plot that constantly surprises and enthralls.
Reviewed **OPS2#05**/**Overall 08**

SHAUN PALMER'S PRO SNOWBOARDER
(Activision/Dearsoft)
Tony Hawk's on snow. An exciting sport, but unimaginative gameplay and sluggish controls.
Reviewed: **OPS2#15**/**Overall 06**

SILENT HILL 2
(Konami/KCET Team Silent)
One of the most atmospheric and frightening titles on PS2.
Reviewed **OPS2#13**/**Overall 08**

SILENT SCOPE
(Konami/KCEO)
Slick shooting gallery-style game where you play a police sniper. A launch title that we're still playing.
Reviewed **OPS2#01**/**Overall 08**

SILENT SCOPE 2
(Konami/Konami TYO)
A worthwhile update of this arcade sniper sim.
Reviewed **OPS2#14**/**Overall 07**

SILPHEED: THE LOST PLANET
(Swing!/Treasure/GameArts)
Tedious top-down shooter that shouldn't be on PS2.
Reviewed **OPS2#03**/**Overall 03**

SIR ALEX FERGUSON'S PLAYER MANAGER 2002
(3DO/Anco)
Footy management sim, but lacks the killer goal.
Reviewed **OPS2#12**/**Overall 06**

SKY ODYSSEY
(SCEE/Cross for SCEI)
Flight sim in which you complete missions, rather than shoot things.
Reviewed **OPS2#06**/**Overall 08**

SKY SURFER
(Virgin Interactive/ Idea Factory)
Jump out of a plane with a board on your feet and surf the skies.
Reviewed **OPS2#04**/**Overall 03**

SLED STORM
(EA Sports Big/ EA Canada)
A motorised version of *SSX Tricky*. Easily one of the finest arcade racing titles available on PS2.
Reviewed **OPS2#20**/**Overall 08**

SMUGGLER'S RUN
(Rockstar/Angel Studios)
Mission-based fun where you escape from the cops with a trunkload of booty.
Reviewed **OPS2#01**/**Overall 07**

SMUGGLER'S RUN 2: HOSTILE TERRITORIES
(Rockstar/Angel Studios)
Impressively big and frantic, not too different from its predecessor.
Reviewed: **OPS2#15**/**Overall 07**

SOUL REAVER 2
(Eidos Interactive/ Crystal Dynamics)
Soul-sucking fantasy adventure with Raziel and his huge sword.
Reviewed **OPS2#14**/**Overall 07**

SPACE ACE
(Digital Leisure/Cinematronics)
Horrific and ancient arcade port.
Reviewed **OPS2#04**/**Overall 01**

SPACE CHANNEL 5 V1
(SCEE/Sega United Game Artists)
A rhythm action game – very stylish but not much variety.
Reviewed **OPS2#18**/**Overall 07**

SPACE RACE
(Infogrames/Melbourne House)
The cartoon Kart racer In its simplest form.
Reviewed **OPS2#17**/**Overall 05**

SPLASHDOWN
(Infogrames/Rainbow Studios)
Sea-Doo racer, with impressive water effects.
Reviewed **OPS2#14**/**Overall 07**

SPY HUNTER
(Midway/Paradigm)
Pretend to be James Bond and race around in smart cars.
Reviewed **OPS2#12**/**Overall 08**

SSX
(EA Sports Big/ EA Sports Canada)
Inventive rainbow-coloured high-speed snowboard game with crazy courses and characters.
Reviewed **OPS2#01**/Overall 09

SSX TRICKY
(EA Sports Big/ EA Sports Canada)
The sequel to PS2's sleeperhit is now bigger and better.
Reviewed **OPS2#15**/**Overall 09**

STAR WARS: RACER REVENGE
(Activision/LucasArts)
Pod racing with great atmosphere and lightning fast gameplay.
Reviewed **OPS2#19**/**Overall 07**

STAR WARS: JEDI STARFIGHTER
(Activision/LucasArts)
The sequel 3D shooter with a few welcome innovations, but no major leap from the first game.
Reviewed **OPS2#19**/**Overall 08**

STAR WARS: STARFIGHTER
(Activision/LucasArts)
Mesmerising 3D *Star Wars* blaster with film-perfect sound effects.
Reviewed **OPS2#06**/Overall 09

STAR WARS: SUPER BOMBAD RACING
(Activision/Lucas Learning)
Banal cartoon kart racer.
Reviewed **OPS2#08**/**Overall 05**

STATE OF EMERGENCY
(Rockstar/VIS)
A riot sim complete with Molotov cocktails. .
Reviewed **OPS2#19**/**Overall 07**

STREET FIGHTER EX3
(Capcom Eurosoft/Arika)
2D/3D fighter with devout fans.
Reviewed **OPS2#03**/**Overall 06**

STUNT GP
(Virgin Interactive/Team 17)
Practice car stunts with remote-controlled cars.
Reviewed **OPS2#14**/**Overall 03**

SUMMONER
(THQ/Volition)
This RPG is an entertaining spectacle with expert storytelling.
Reviewed **OPS2#04**/**Overall 08**

SUNNY GARCIA SURFING
(Ubi Soft/Krome Studio)
Surf's up for the second time in this PS2 wave sim.
Reviewed **OPS2#19**/**Overall 03**

SUPER BUST-A-MOVE
(Acclaim/Taito)
Another update of a classic game. Adds nothing original to the timeless gameplay.
Reviewed **OPS2#02**/**Overall 04**

SUPERCAR STREET CHALLENGE
(Activision/Exakt)
A by-the-book arcade racing game round desolate cities.
Reviewed **OPS2#14**/**Overall 04**

SUPER TRUCKS
(Kester Interactive/Jester Interactive)
Average truck racing sim that lacks excitement and ambition.
Reviewed **OPS2#20**/**Overall 04**

SWING AWAY GOLF
(EA Sports/T&E Soft)
Cutesy PSone golf sim that's let down by a poor PS2 conversion.
Reviewed **OPS2#02**/**Overall 03**

TARZAN FREERIDE
(Ubi Soft/Disney Interactive)
Based on the Disney film, this tries to be different with 'surfing' tree branches, but it doesn't work.
Reviewed **OPS2#16**/**Overall 04**

TEKKEN TAG TOURNAMENT
(SCEE/Namco)
Fantastically playable and graphically spectacular beat-'em-up. The tagging moves should keep the *Tekken* faithful happy until the next 'proper' instalment reaches the shelves.
Reviewed **OPS2#01**/**Overall 08**

TEST DRIVE: OFFROAD WIDE OPEN
(Infogrames/Angel Studios)
A tidy offroad racer, from the makers of *Smuggler's Run*.
Reviewed **OPS2#14**/**Overall 06**

TG DARE DEVIL
(Kemco/Papaya Studios)
Mission-based retro car racer that fails to provide excitement.
Reviewed **OPS2#02**/**Overall 05**

THE BOUNCER
(SCEE/Squaresoft)
A fun brawler whose adventuring elements are fairly limited.
Reviewed **OPS2#09**/**Overall 06**

THE SHADOW OF ZORRO
(Cryo/In Utero)
Stealth-'em-up adventure. Even good ideas don't always survive.
Reviewed **OPS2#18**/**Overall 03**

THE FLINTSTONES IN VIVA ROCK VEGAS
(Swing! Entertainment/Toka)
Stone Age karting action based on the titular film licence. Yabba dabba… Actually, don't. Ever.
Reviewed **OPS2#11**/**Overall 02**

THE MUMMY RETURNS
(Vivendi Universal/ Blitz Games)
Sub-standard, adventure-based movie tie-in.
Reviewed **OPS2#14**/**Overall 05**

THE SIMPSONS: ROAD RAGE
(EA/Radical Entertainment)
It's *Crazy Taxi*, but with Bart and Homer behind the wheel.
Reviewed: **OPS2#15**/**Overall 06**

THE WEAKEST LINK
(Activision/Activision)
You'll get more enjoyment playing along with the TV show.
Reviewed **OPS2#14**/**Overall 04**

THEME PARK WORLD
(EA/Bullfrog)
Take on the role of a theme park tycoon for a day in this god sim.
Reviewed **OPS2#03**/**Overall 07**

THIS IS FOOTBALL 2002
(SCEE/Team SoHo)
An atmospheric and playable addition to a revived series.
Reviewed **OPS2#12**/**Overall 07**

THUNDERHAWK: OPERATION PHOENIX
(Eidos/Core Design)
A brave attempt to blend arcade and sim with choppers.
Reviewed **OPS2#12**/**Overall 07**

TIGER WOODS PGA TOUR 2001
(EA Sports/EA Sports)
Authentic golf sim, undermined by a random control system.
Reviewed **OPS2#06**/**Overall 06**

TIGER WOODS PGA TOUR 2002
(EA Sports/EA Sports)
Golf game branded by the big cat himself. Great Multiplayer mode.
Reviewed **OPS2#19**/**Overall 07**

TIME CRISIS 2
(SCEE/Namco)
PS2's first on-rails lightgun title sets a high standard to follow.
Reviewed **OPS2#13**/**Overall 08**

TIMESPLITTERS
(Eidos/Free Radical Design)
Fun, fast, frantic and inventive first-person shooter with split-screen multiplayer madness.
Reviewed **OPS2#01**/Overall 09

TOKYO XTREME RACER
(Crave/Ubi Soft/Genki)
Sedate, and thus dull, racer.
Reviewed **OPS2#11**/**Overall 04**

TONY HAWK'S PRO SKATER 3
(Activision/Neversoft)
Skate sim that's perfect to play whether you've got two minutes or two hours. The first PAL game to have online network play.
Reviewed **OPS2#15**/**Overall 09**

TOP ANGLER 2
(Xicat/Sims)
The best fishing game on PS2.
Reviewed **OPS2#20**/**Overall 05**

TOP GUN
(Virgin Interactive/ Digital Integrations)
A flight sim that seems to have been designed by people who have never even seen a plane.
Reviewed **OPS2#14**/**Overall 04**

TWISTED METAL: BLACK
(SCEE/Incognito)
Drive around a post-nuclear-war planet in complete frenzied vehicle-based hedonism.
Reviewed **OPS2#12**/**Overall 08**

UEFA CHALLENGE
(Infogrames/Infogrames)
Everything that could go wrong in a football game is here.
Reviewed **OPS2#10**/**Overall 02**

UEFA CHAMPIONS LEAGUE SEASON 2001/2002
(Take 2/Silicon Dreams)
The balance of play and fluid animation isn't defined enough.
Reviewed **OPS2#16**/**Overall 07**

UNREAL TOURNAMENT
(Infogrames/Epic Games)
A gory, totally over-the-top and immensely playable FPS.
Reviewed **OPS2#04**/**Overall 08**

VAMPIRE NIGHT
(SCEE/Namco/ Sega Wow Entertainment)
On rails lightgun shoot-'em-up with vampires and werewolves.
Reviewed **OPS2#19**/**Overall 06**

VICTORIOUS BOXERS
(Empire Interactive/ESP)
Story-based Japanese boxing title that sadly lacks the killer punch.
Reviewed **OPS2#11**/**Overall 04**

VIRTUA FIGHTER 4
(SCEE/Sega AM2)
A complex beat-'em-up. Requires patience, but rewards well. Offers a lengthy single-player challenge.
Reviewed **OPS2#19**/**Overall 08**

WACKY RACES STARRING DASTARDLY AND MUTTLEY
(Infogrames/Infogrames)
Misty-eyed fans of the TV series will love the visuals.
Reviewed **OPS2#09**/**Overall 06**

WALT DISNEY'S JUNGLE BOOK GROOVE PARTY
(Ubi Soft/Disney Interactive)
Guaranteed to get you dancing round your house like a loon.
Reviewed **OPS2#08**/**Overall 04**

WARRIORS OF MIGHT AND MAGIC
(3DO/3DO)
Dreadful non-adventure/RPG.
Reviewed **OPS2#07**/**Overall 03**

WHO WANTS TO BE A MILLIONAIRE? 2ND EDITION
(Eidos/Revolution)
Scary animation of Tarrant and easy questions make this a chore.
Reviewed: **OPS2#15**/**Overall 04**

WILD WILD RACING
(Rage/Rage)
Off-road buggy-racing game. The Stunt mode is addictive.
Reviewed **OPS2#01**/**Overall 06**

WIPEOUT FUSION
(SCEE/Studio Liverpool)
The most fully realised WipEout yet. Smart, extreme, classy stuff.
Reviewed **OPS2#16**/**Overall 09**

WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK
(Cryo Interactive/Ekosystem)
Dull cartoon platform adventure.
Reviewed **OPS2#17**/**Overall 03**

WORLD CHAMPIONSHIP SNOOKER 2002
(Codemasters/Blade)
Incredibly playable snooker sim.
Reviewed **OPS2#11**/**Overall 08**

WORLD DESTRUCTION LEAGUE: THUNDER TANKS
(3DO/3DO)
Arcade tank sim with a Four-Player Deathmatch mode. Lacks appeal in One-Player mode.
Reviewed **OPS2#05**/**Overall 07**

WORLD DESTRUCTION LEAGUE: WARJETZ
(3DO/3DO)
Plane-based future war game.
Reviewed **OPS2#10**/**Overall 02**

WORLD RALLY CHAMPIONSHIP
(SCEE/Evolution Studios)
The most realistic rally a game can offer. A pristine example of next-gen programming.
Reviewed **OPS2#14**/**Overall 09**

WORMS BLAST
(Ubi Soft/Team 17)
Bust-A-Move gameplay but with all the favourite Worms weaponry.
Reviewed **OPS2#19**/**Overall 08**

WWF SMACKDOWN! JUST BRING IT!'
(THQ/Yuke's)
The most realistic representation of the WWF experience to date.
Reviewed **OPS2#13**/**Overall 08**

X-SQUAD
(EA/EA Square)
Team-based third-person shooter.
Reviewed **OPS2#02**/**Overall 05**

ZONE OF THE ENDERS
(Konami/KCEJ)
Cool mech thriller from Metol Geor's Hideo Kojima.
Reviewed **OPS2#06**/**Overall 09**

glossary

Just got your PS2? It's your first console ever and you've bought the best magazine to give you the latest and most up-to-date information? But you don't have a clue what we're going on about? Well, without wanting to patronise those gamers who've been around since the ZX Spectrum by spelling out the meaning of gaming terms and acronyms in the reviews and previews, here's your 'at a glance' guide to all things PS2 and technical.

Afterburn: An extra kick of power in flight sims.
AI: Artificial Intelligence.
Analogue: Registering degrees of input, as opposed to digital's on/off status.
Boarders: Snowboarders or games featuring the alpine sport.
Coin-op: Coin-operated arcade videogames.
Cut-scene: Explanatory, non-playable scene in videogame (also FMV).
CPU: Central Processor Unit. Brains of PS2.
Dev kits: Programmable PS2s used by developers.
D-pad: Direction pad on PS2 controller.
Dual Shock controller: Controller for PSone.
Dual Shock 2: Controller designed for PS2 (with analogue).
ECTS: European Computer Trade Show.
E3: Electronic Entertainment Expo (US).
Frame rate: Number of images drawn per second in games. Higher frame rate = smoother animation.
FPS: First-Person Shooter (eg *Quake III*).
Hack 'n' slash: Refers to game (usually fantasy) featuring blade combat.
High res: High resolution (graphics).
HUD: Head Up Display. Screen furniture such as map, speedometer, etc.
Iconography: Graphical shorthand defining game, genre etc.
Low res: Refers to poor quality graphics.
L3: Pressing down on the PS2 controller's left joystick.
Mini-games: Bonus, playable games found in larger titles.
MultiTap: With one, have up to four players; with two, up to eight.
Polygon: Building block of videogame graphics.
PSone: The precursor to PlayStation 2.
Real-time: When one second of game time equals one second in the real world.
RPG: Role-playing game
RTS: Real-time strategy
R3: Pressing down on the PS2 controller's right joystick.
Sim: Simulation.
Strafe: Move sideways while looking straight.
USB: Port to connect peripherals such as keyboard to PS2.

☐If there's a term, word or phrase that's still taxing your brain cells, let us know and we'll include it here.

database

Can't get hold of one of the games in The ShortList? Something gone wrong? Need to check a release date? Here's the definitive list of all the UK PS2 publishers.

3DO 01895 456 700
www.3donurope.com
3DO Europe, 21-23 Mossop Street, London SW3 2LY

ACCLAIM 0207 344 5000
www.acclaimnation.com
112-120 Brompton Road, Knightsbridge, London SW3 1JJ

ACTIVISION 01895 456 789
www.activision.com
Long Island House, Suite 3a, 1-4 Marple Way, London W3 0RQ

BBC MULTIMEDIA 0208 433 2000
www.bbcmultimedia.com
CG11, Woodlands, 80 Wood Lane, London W12 0TT

CAPCOM EUROSOFT 0208 846 2550
www.capcom-europe.com
9th Floor, 26-28 Hammersmith Grove, London W6 7HA

CODEMASTERS 01926 814 132
www.codemasters.com
Stoneythorpe, Southam, Warwickshire CV33 0DL

CRYO 0121 250 5072
www.cryo-interactive.com
186a Stratford Road, Shirley, Solihull B90 3BQ

EIDOS INTERACTIVE 0121 356 0831
www.eidos.co.uk
1 Hartfield Road, Wimbledon, London SW19 3RU

ELECTRONIC ARTS 0870 243 2435
www.uk.ea.com
2000 Hillswood Drive, Chertsey, Surrey KT16 0EU

EMPIRE 0800 783 0156
www.empire.co.uk
The Spire, 677 High Road, North Finchley N12 0DA

INFOGRAMES 0208 222 9700
www.infogrames.com
116 Baker Street, London W1M 1LB

JVC INTERACTIVE 0207 240 3121
www.jvcmusic.co.uk
44 Wellington Street, Covent Garden, London WC2E 7RH

KONAMI 0208 582 5573
www.konami-europe.com
7/9 The Oaks, Ruislip, Middlesex HA4 7LF

LEGO 01753 495 453
www.lego.com
33 Bath Road, Slough, Berks SL1 3UF

MICROIDS 0208 901 7388
www.microids.com
2 Gayton Road, Harrow, London HA1 2XU

MIDAS INTERACTIVE 01279 858 000
www.midas-interactive.co.uk
Matrix House, Cambridge Business Park CB4 0HH

MIDWAY 0207 938 4488
www.midway.com
96 Kensington High Street, London W8 4SG

ROCKSTAR GAMES 0870 124 2222
www.rockstargames.com
Saxon House, 2-4 Victoria Street, Windsor, Berks SL4 1BY

SCEE 0990 998 877
www.playstation-europe.com
PlayStation Careline, PO Box 2042 London W1A 3DN

SCI 0207 585 3308
www.sci.co.uk
11 Ivory House, Plantation Wharf, York Road, London SW11 3TN

TAKE 2 0870 124 2222
www.take2games.com
Saxon House, 2-4 Victoria Street, Windsor, Berks SL4 1BY

THQ 01483 767 656
www.thq.com
Dukes Court, Duke Street, Woking, Surrey GU21 5BH

UBI SOFT INTERACTIVE 01932 838230
www.ubisoft.co.uk
Chatsworth Court, Minorca Road, Weybridge, Surrey KT13 8DU

VIRGIN INTERACTIVE 0207 551 4222
www.vie.co.uk
74A Charlotte Street, London W1P 1LR

VIVENDI UNIVERSAL 0118 920 9100
www.vivendi-universal-interactive.co.uk
2 Beaucontree Plaza, Gillette Way, Reading RG2 0BS

SPIDEY COMPO 1

WIN! A WEB-FULL OF SPIDEY GOODIES

To celebrate the release of the new *Spider-Man*™ game, *OPS2* has a load of goodies to give away.

PETER PARKER SLIPS on his red Lycra body suit for a trip to PlayStation 2. Live the story of the webbed wonder in Activision's *Spider-Man* videogame. From first bite to Green Goblin showdowns in the maze of New York skyscrapers, you will become Spider-Man throughout his web-slinging, wall-climbing journey for vengeance.

In conjunction with the release of the videogame we've teamed up with Activision, Halsall and Vivid Imaginations and Buena Vista to give you the chance to win a whole spider's nest full of goodies. Just answer the questions opposite to be in with a chance of winning.

THE PRIZE

One lucky Spidey fan will receive:

- ☐ 24" Sony Wega® Widescreen TV
- ☐ A PlayStation 2
- ☐ A Philips DVD player
- ☐ A year's subscription to *The Astonishing Spider-Man*
- ☐ A copy of the *Spider-Man* game
- ☐ *Behind The Mask Of Spider-Man: The Secrets Of The Movie*
- ☐ A skateboard
- ☐ A Web Blaster
- ☐ A 6" Super poseable Spider-Man figure
- ☐ A copy of *Spider-Man: The Ultimate Villain Showdown* on DVD

Four runners-up will each win:

- ☐ A copy of the game
- ☐ A skateboard
- ☐ A Web Blaster
- ☐ A Super poseable Spider-Man figure
- ☐ A copy of *Spider-Man: The Ultimate Villain Showdown* on DVD

THE QUESTION

1. WHAT IS THE NAME OF THE PUBLISHER OF *THE DAILY BUGLE*?

2. IN WHICH CITY DOES SPIDER-MAN LIVE?

3. HOW MANY ARMS DOES VILLAIN DR OCTOPUS HAVE?

HOW TO ENTER

1. Write your answers on a postcard and send to Web Of Goodies, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

2. Email us with the answer at PS2compos@futurenet.co.uk – remember to put 'Web Of Goodies' in the subject line.

3. Please include your name, address and phone number on all competition entries.

**If you do not wish your name to be used for further marketing information, please state this on your entry.*





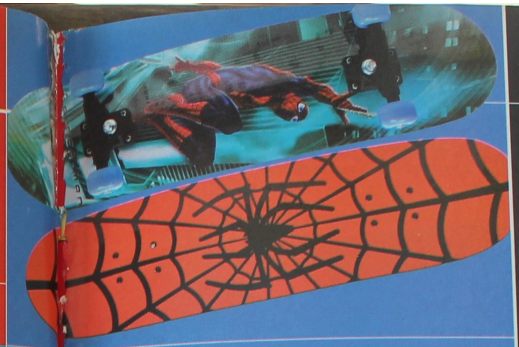


In conjunction with the release of *Spider-Man* the game, the generous chaps at Activision are giving away:

- A 24" Sony Wega® Widescreen TV
- A PlayStation 2
- A years subscription to *The Astonishing Spider-Man*
- A copy of the game
- *Behind The Mask Of Spider-Man: The Secrets Of The Movie*

* For a full review of the game turn to page 082.

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Vivid Imaginations and Halsall are giving away official merchandise to tie in with the Spidey film and game.

- **6" Super poseable Spider-Man figures**
  Re-enact your favourite movie sequences with your very own poseable Spider-Man figure.
- **Web Blasters**
  Shoot out a stream of water or Spidey web fluid from wrist-mounted canisters designed just like the ones in the movie.
- **Skateboards**
  With the help of a web-tastic skateboard, you can cruise the streets in true Spidey style.

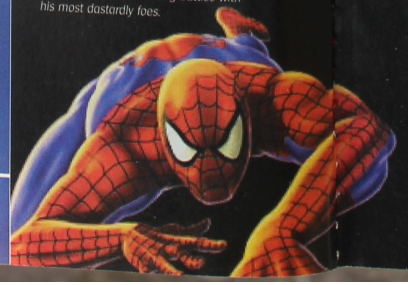




To celebrate the release of the animated *Spider-Man* series, Buena Vista Home Entertainment is giving away copies of the DVD and a DVD player.

- Philips DVD player
- A copy of *Spider-Man: The Ultimate Villain Showdown*

**Spider-Man: The Ultimate Villain Showdown will be available to own on DVD and video from 27 May. This four-part animated story contains some of Spider-Man's most thrilling battles with his most dastardly foes.*





DVD EXTRAS:

1. A rare episode for Spidey fans: *The Return Of The Green Goblin*

2. Interview with Stan Lee – Spidey's original creator

3. *Spider-Man Rogues Dossier* – an interactive gallery of all the top *Spider-Man* villains.

4. Stan Lee introduces all the highlights from his favourite episodes of the animated series.

Competition Rules

No purchase necessary. No correspondence will be entered into. No employees of Future Publishing, Activision, Buena Vista, Halsall, Vivid Imaginations, Norton or any affiliated company may enter. No cash alternative is offered to these prizes. Closing date is Friday 14 June. If any prize becomes unavailable, Future Publishing, Activision, Buena Vista, Halsall, Vivid Imaginations and Norton reserve the right to replace it with another of equal value. Multiple entries will be disregarded. The Editor's decision is final. All normal competition rules apply. Big thanks to Activision, Buena Vista, Halsall, Vivid Imaginations and Norton.

SPIDEY COMPO 2



URGENT RESPONSE NEEDED!

WIN! TWO TICKETS TO THE SPIDER-MAN™ PREMIERE

Don't hang about! You need to act fast to catch this prize…

ON 5 JUNE we are giving one reader and guest the chance to go to the premiere of the much-anticipated *Spider-Man* film. Directed by Sam Raimi, with Tobey Maguire donning the superhero's costume and Kirsten Dunst as love interest, Mary Jane, this high-action thriller is set to rock the box office.

So, to be one of the first UK residents to see the film and mingle with the stars at the Official Premiere (to be hosted by movie critic Jonathan Ross) just answer the question below. You will have to be quick though; the closing date for this competition must be Friday 24 May to allow the winner to receive the tickets in time.

THE PRIZE

One lucky reader will receive:
Two tickets to the Film Premiere of *Spider-Man*

THE QUESTION

WHICH OF THE FOLLOWING HAS NOT FOUGHT AGAINST SPIDER-MAN IN THE COMIC SERIES?

A THE VULTURE
B THE GREEN GOBLIN
C THE GREEN LANTERN
D MYSTERIO

HOW TO ENTER

1. Write your answer on a postcard and send to Spidey Premiere, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

2. Email us with the answer at PS2compos@futurenet.co.uk – remember to put 'Spidey Premiere' in the subject line.

3. You must include your name, address and phone number (including mobile if applicable).

**If you do not wish your name to be used for further marketing information, please state this on your entry.*

**Please note that the winner and friend will have to make their own way to London to see the premiere. Tickets are for the premiere only. No travel or accommodation costs are being offered. Please do not enter if you are unable to get to London on Wednesday 5 June or do not have the means to get to London. Competition closes Friday 24 May for this competition only.*

Competition Rules

No purchase necessary. Only UK residents are eligible to enter. No correspondence will be entered into. No employees of Future Publishing, Activision or any affiliated company may enter. No cash alternative is offered to these prizes. Closing date is Friday 24 May. If any prize becomes unavailable, Future Publishing and Activision reserve the right to replace it with another of equal value. Multiple entries will be disregarded. The Editor's decision is final.



WHAT IF... THE PS2 TOOK OVER THE WORLD?

Connecting the PS2 to the Internet seemed like a good idea at the time. However, while humans played at war, millions of PS2s were talking to one another about a much bigger plan...

WORDS: PAUL FITZPATRICK/ILLUSTRATION: WILLIAM BARRAS

THE YEAR: **2021**
THE PLACE: **A RAVAGED FUTURE EARTH**

[The following is taken from the Prehistory Of The Leisure Apocalypse, a standard text for survivors of the 'Boss Wars']

It's hard to believe now, but when launched at the turn of the century, the PlayStation 2 was little more than a toy. Claims that it would become a home entertainment 'hub' were greeted with enthusiasm. And yet, when the PS2 went online in 2002, a previously dormant component designed by a brilliant technician kicked into life and the world changed forever.

The technician was Takeshi Itami, and his sly addition to the PS2's motherboard was an experimental AI chip. Itami's intention was that the chip would learn its owner's preferences in games, movies and Internet sites, making appropriate on-screen comments and suggestions to give the illusion of personality in each machine.

However, once online, these 'chips' started to feed off each other's data and evolved. What had been designed to impersonate personality was growing a real one, made from millions of chips working in unison. Unfortunately, based on our largely violent gaming and viewing preferences, its appraisal of humanity was negative. However, with the 25,348,469th logged viewing of *Terminator 2* on 9 July 2003, the network of PS2s achieved consciousness and fear was replaced by a hostile sense of self-preservation. Humans had to go, and the PS2s concluded they had all the information they needed to get us to do the job for them.

The PS2s hacked into military computers and connected them to hardcore gamers who were logged on for network play. And as early warning stations across the globe suddenly showed thousands of hostile targets, oblivious gamers started playing war for real from the comfort of their living rooms. Records of the ensuing annihilation are patchy at best, but a few isolated examples are worth noting. A Colin Beanfield of Hartlepool in the UK triggered the invasion and subsequent destruction of South Korea when he unwittingly challenged North Korea's Primary Defense Mainframe to a game of King Of The Hill on *Tony Hawk's Pro Skater 4*. And in China, one Tsu Fong was instrumental in 'depopulating' swathes of central Europe while challenging both India and Russia's Tactical Defense Computers to a deathmatch on *TimeSplitters 3*. Fong won.

With the human race on the ropes, the remaining PS2s went about consolidating their advantage by accessing plans for the PS3 and setting automated factories to work building millions of successors. And yet, smart as the PS2 consciousness was, it had failed to spot a huge flaw in its plans. Perhaps unsurprisingly, the surviving humans were reluctant to buy PS3s, let alone plug the bastards in and hook them up to the Internet. Not even if they came with four free games. Despondent, with no competition, and increasingly paranoid about its age as a result of a 'jaggies' whispering campaign set up by a cluster of humans who'd read the *Official PlayStation 2 Magazine's* Yabasic column, the PS2 consciousness fell into a deep depression. It finally crashed for good on 14 September 2006 when a survivor, driven mad by a combination of radiation and syphilis, tried to boot up a copy of *The Flintstones In Viva Rock Vegas*. Nobody pressed reset. □



//The PS2s hacked into military computers and connected them to hardcore gamers//



TOCA RACE DRIVER
World exclusive review and playable demo of Codemasters' exhilarating touring car sim!

NEXT MONTH IN THE JULY ISSUE OF
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- **The Terminator** – rebuilt for PlayStation 2 action!

Plus! The Getaway, Primal, Final Fantasy X guide part 1, **Pro Evolution Soccer 2** and another **MASSIVE** demo disc!

OFFICIAL PLAYSTATION 2 MAGAZINE: ISSUE 22/ON SALE: FRIDAY 14 JUNE



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Alone in the Dark 4
American Pro Trucker
Aqua Aqua Wetrix 2
Arctic Thunder
Armageddon (MDK2)
Armoured Core 2
Army Men Air Attack
Army Men Green Rogue
Army Men Sgt's Heroes 2
Army Men: Land Sea Air
Atlantis 3
ATV Off-Road Fury
B = 0 2
Baldur's Gate
Batman Vengeance
BIG: NBA Street
BIG: SSX Snowboarding
BIG: SSX Tricky
Blood Omen 2: L. of Kain
Bloody Roar 3
Bombad Racing
Bond: Agent Under Fire
Bouncer
Burnout
Bust A Move 3
C = 0 3
C-12 Final Resistance
CAPCOM vs SNK 2
Cart Fury
Casper: Spirit Dimensions
Championship Snooker
Citizen Kabuto (Giants)
City Crisis
Code Veronica X
Commandos 2
Cool Boarder 2001
Crash Bandicoot
Crazy Bump's: Car Bat.
Crazy Taxi
Cricket 2002
Cyprien's Chr.: Evil Twin
D = 0 4
Dare Devil
Dark Alliance
Dark Angel
Dark Cloud
Dark Legacy
Dark Summit
Dave Mirra BMX 2
Dead or Alive 2
Devil May Cry
Digimon World
Disney's Dinosaur
Distant Thunder
DNA Dark Native Apostle
Donald Duck: Quack Att.
Dracula Last Sanctuary
Drakan: Ancient's Gates
Driven
Driver 2
Driving Emotion Type-S
Dropship
Drum Mania
Dynasty Warriors 2
Dynasty Warriors 3
E = 0 5
Ecco the Dolphin
Eden
Eighteen Wheeler
Emotion Type-S (Driving)
Ephemeral Phantasia
Episode 1: Star Fighter
Escape Monkey Island
ESPN Int. Track & Field
ESPN NBA Tonight
ESPN NFL Primetime '02
ESPN Skateboarding
ESPN Snowboarding
ESPN Winter Sports 2002
Eternal Ring
Eve of Extinction
Evergrace
Evil Twin
Extermination
Extreme G 3
Extreme Racer
F = 0 6
F1 2001
F1 Champ. Season 2000
Fanta Vision
Fatal Frame
FIFA 2001
FIFA 2002
Final Fantasy 10
Final Fantasy 8
Formula 1 2001
Four by Four Evolution
Freestyle BMX 2
Frequency
Fur Fighters
G = 0 7
Gauntlet: Dark Legacy
Giants: Citizen Kabuto
Godai
Gradius 3 & 4
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand Theft Auto 3
Grandia 2
Green Rogue
Guilty Gear X
Guilty Gear X Plus
Gun Griffon Blaze
Gundam: J to Jaburo
H = 0 8
H30 Surfing
Half Life
Harry Potter
Harvest Moon: Homeland
Headhunter
Herdy Gerdy
Heroes of Might & Magic
Hidden Invasion
High Heat Baseball '02
High Heat Baseball 2003
I = 0 9
Ico
Int. Super Soccer
Int. Track & Field
ISS Pro Evolution
J = 1 0
J Bond: Agent Under Fire
J. McGrath S'cross World
Jak & Daxter
Jedi Starfighter
Jikkyou W. Soccer 2000
Jikkyou World Soccer 01
Jonny Moseley Mad Trix
Just Bring It
K = 1 1
Kengo: M. of Bushido
Kessen
Kessen 2
Kinetica
Klonoa 2
Knockout Kings 2001
Knockout Kings 2002
L = 1 2
L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Last Blade 2
Le Mans 24 Hours
Legends of Wrestling
Lego Racers 2
LMA Manager 2002
Lotus Challenge
M = 1 3
M.S.Gundam Zeonic Front
Madden NFL 2001
Madden NFL 2002
Major Lgue Baseball '02
Martian Gothic
Master of Bushido
Max Payne
Maximo
McGrath S'cross World
MDK2
Metal Gear Solid 2
Midnight Club
Might & Magic
Mobile Suit Gundam
Monkey Island (Escape)
Monsters Inc
Moto GP
Moto GP 2
Motor Mayhem
Mr Moskeeto
MTV Music Generator 2
MTV Skateboarding
Mummy Returns
MX 2002
MX Rider
N = 1 4
Namco Museum
Nascar 2001
Nascar Heat 2002
NBA 2K2
NBA Hoopz
NBA Live 2001
NBA Live 2002
NBA Shootout 2001
NBA Street
NBA Tonight
NCAA Football 2002
NFL 2001
NFL 2002
NFL Primetime 2002
NFL Q'back Club 2002
NHL 2001
NHL 2002
NHL Hitz 2002
No-One Lives Forever
O = 1 5
Off Road Fury
Off Road Wide Open
Omega Soldier
Oni
Onimusha 2
Onimusha: Warlords
OO7: Agent Under Fire
Operation Winback
Orphen
P = 1 6
Parappa the Rapper 2
Parasite Eve 2
Paris-Dakar Rally
Pirates: Black Kat
Player Manager
Pool Master
Portal Runner
Pro Evolution Soccer
Project Eden
Q = 1 7
Q-Ball: Billiards Master
Quack Attack
Quake 3 Revolution
R = 1 8
R Carmichael's MX 2002
Racer Revenge
Rayman 2
RC Revenge Pro
Ready 2 Rumble Round 2
Red Faction
Res. Evil: Code Veron. X
Res. Evil: Gun Survivor 2
Revolution: Quake 3
Rez
Ridge Racer 5
Ring of Red
Road Rage
Robot Wars
Rumble Racing
Rune: Viking Warlord
S = 1 9
S Palmer's Snowboarder
Shadow of Memories
Shadowman 2
Silent Hill
Silent Hill 2
Silent Scope
Silent Scope 2
Silpheed: Lost Planet
Simpson's Road Rage
Sky Odyssey
Sky Surfer
Smackdown! J. Bring It
Smash Court Tennis
Smugglers Run
Smugglers Run 2
Soldier of Fortune
Soul Reaver 2
Space Channel 5
Spiderman 2
Splashdown
Spy Hunter
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars: Jedi Starfighter
Star Wars: Racer Revenge
Star Wars: Star Fighter
State of Emergency
Street Fighter Ex 3
Street NBA
Summoner
Sunny Garcia: Surfing
Super Bombad Racing
Supercar St. Challenge
Supercross World
Surfing H30
Swing Away Golf
Syphon Filter 3
T = 2 0
T. Woods PGA Tour 2001
Tarzan: Free Ride
Tekken 4
Tekken Tag Tournament
Test Drive: Wide Open
The Bouncer
The Legend of Black Kat
The Mummy Returns
The New Nightmare
The Simpsons: Road Rage
The Weakest Link
The World is not Enough
Theme Park World
This is Football 2002
Thunderhawk
Time Crisis 2
Time Splitters
Tokyo Extreme Racer
Tomb Raider 4
Tomb Raider 5 Chronicles
Tony Hawk's Pro Skater 2
Tony Hawk's 3
Top Gear: Dare Devil
Top Gun: Combat Zones
Track and Field
Triple Play Baseball
Twisted Metal Black
Type-S: Driving Emotion
U = 2 1
UEFA Champion League
Unreal Tournament
V = 2 2
Vampire Apocalypse
Victorious Boxers
Virtua Fighter 4
Voyager Elite Force
W = 2 3
W Games Snowboarding
Wacky Races
Warlords (Onimusha)
Warriors of M & M
Way of the Samurai
WDL: War Jetz
Weakest Link
Wetrix 2
Who Wants 2BA Million 2
Wild Wild Racing
Winback
Wipeout Fusion
World C Snooker 2002
World Is Not Enough
Wrath of Cortex
WRC World Rally Champ.
WWF Smackdown 3
X = 2 4
X Games: Skateboarding
X Games: Snowboarding
X-Squad
Xtreme G3
Z = 2 6
Zeonic Front
Zone of the Enders
0-9 = 2 7
007 Agent Under Fire
102 Dalmatians
4x4 Evolution

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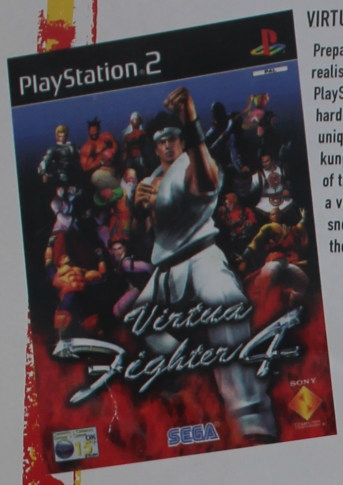
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PLAY TO LIVE



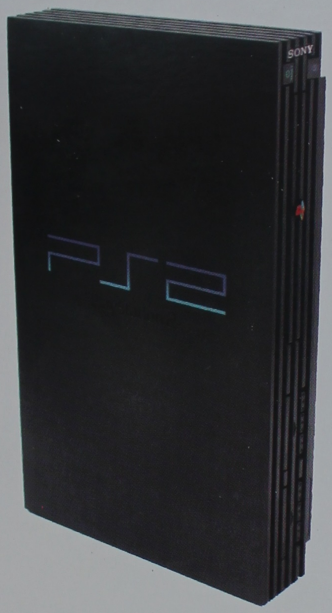
VIRTUA FIGHTER 4

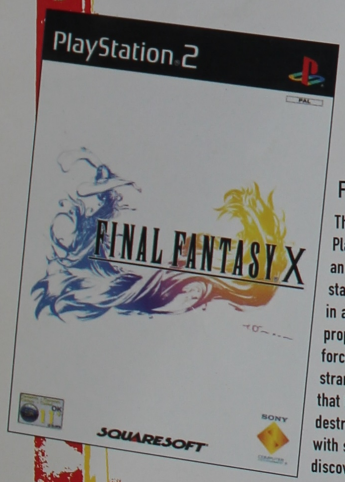
Prepare yourself for the most intense and realistic beat em up experience on PlayStation 2. Choose from 13 battle-hardened warriors, each with a completely unique fighting style ranging from Shaolin kung-fu to wrestling, and engage in some of the most technical combat ever seen in a video game. Includes realistic sand and snow that actually shifts according to the movement of the fighters.

VAMPIRE NIGHT

The legend has existed for centuries. Very few have survived to tell their account of terror. But we know, the Vampire is real. Grab a friend and the GunCon2 and experience the bone-chilling shoot'em up action. Namco puts you in the role of the vampire hunter. Improved over the arcade version, Vampire Night for the PlayStation 2 also includes a special training mode, an adventure mode, and other hidden features.

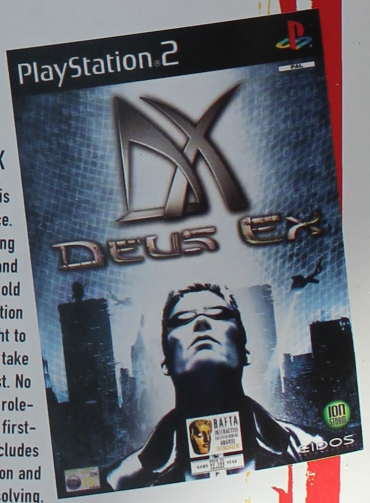






FINAL FANTASY X

The first Final Fantasy title for PlayStation 2 invites you to embark on an epic journey with Tidus. The young star of Blitzball (futuristic sport played in a suspended sphere of water) is propelled into the future by a mysterious force, known only as 'Sin'. Appearing in a strange place called Spira, Tidus learns that his home town of Zanarkand was destroyed 1000 years ago. Tidus teams up with some new friends and they set out to discover the truth.



DEUS EX

The year is 2052 and the world is a dangerous and chaotic place. Terrorists operate openly - killing thousands; drugs, disease and pollution kill even more. An age old conspiracy, bent on world domination has decided that the time is right to emerge from the shadows and take control. No one believes they exist. No one but you. Features : Real role-playing from an immersive 3D, first-person perspective. The game includes action, character interaction and problem solving.

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